

# USER MANUAL

## Xedio Manager

---

Version 4.50 - August 2014



Xedio.





## Copyright

EVS Broadcast Equipment SA– Copyright © 2010-2014. All rights reserved.

## Disclaimer

The information in this manual is furnished for informational use only and subject to change without notice. While every effort has been made to ensure that the information contained in this user manual is accurate, up-to-date and reliable, EVS Broadcast Equipment cannot be held responsible for inaccuracies or errors that may appear in this publication.

## Improvement Requests

Your comments will help us improve the quality of the user documentation. Do not hesitate to send improvement requests, or report any error or inaccuracy on this user manual by e-mail to [doc@evs.com](mailto:doc@evs.com).

## Regional Contacts

The address and phone number of the EVS headquarters are usually mentioned in the Help > About menu in the user interface.

You will find the full list of addresses and phone numbers of local offices either at the end of this user manual (for manuals on hardware products) or at the following page on the EVS website: <http://www.evs.com/contacts>.

## User Manuals on EVS Website

The latest version of the user manual, if any, and other user manuals on EVS products can be found on the EVS download center, on the following webpage: <http://www.evs.com/downloadcenter>.





# Table of Contents

<b>TABLE OF CONTENTS</b>	<b>III</b>
<b>WHAT'S NEW?</b>	<b>VII</b>
<b>1. INTRODUCTION</b>	<b>1</b>
1.1. Product Description	1
1.2. Opening Xedio Manager	1
<b>2. USER INTERFACE</b>	<b>2</b>
2.1. Overview of the Xedio Manager Window	2
2.2. Menu Bar	3
2.2.1. Tools Menu	3
2.2.2. View Menu	3
2.2.3. Help Menu	4
2.3. The Outlook Bar	5
<b>3. ENCODERS</b>	<b>7</b>
3.1. Introduction	7
3.2. Physical Manager	8
3.2.1. Introduction	8
3.2.2. Creating Physical Encoder	9
3.2.3. Setting up the Encoding Parameters	9
3.2.4. Modifying the Physical Encoder Properties	12
3.2.5. Possible Actions with Contextual Menus	12
3.3. Logical Manager	13
3.3.1. Introduction	13
3.3.2. Creating Logical Encoder	14
3.3.3. Modifying the Logical Encoder Properties	14
3.3.4. Possible Actions with Contextual Menus	15
3.4. Group Manager	15
3.4.1. Introduction	15
3.4.2. Creating a Group of Logical Channels	16
3.4.3. Deleting a Group of Encoders	17
3.5. Scheduler	17
3.6. Preview	17
<b>4. MACHINES</b>	<b>18</b>
4.1. Introduction	18

4.2. VTR Manager .....	19
4.3. Switcher Manager .....	20
4.4. Archive Server Manager .....	21
4.5. IPDirector .....	22
4.6. Xsquare Manager .....	24
4.7. Modifying or Deleting an External Device .....	25
<b>5. MEDIA .....</b>	<b>26</b>
5.1. Introduction .....	26
5.2. Media Servers .....	27
5.2.1. Introduction .....	27
5.2.2. Creating a Media Server .....	27
5.2.3. Contextual Menus .....	31
5.2.4. Setting the CDM Encoder Mapped Drive .....	32
5.3. Class Manager .....	32
5.3.1. Introduction .....	32
5.3.2. Possible Actions with Contextual Menus .....	33
5.4. Media Importer .....	33
5.4.1. Purpose .....	33
5.4.2. Importable Media .....	34
5.5. RTD Manager .....	35
5.5.1. Introduction .....	35
5.5.2. Possible Actions with Contextual Menus .....	35
5.6. Media Manager .....	36
5.6.1. Introduction .....	36
5.6.2. Elements Grid .....	37
5.6.3. Delete and Purge .....	41
5.7. Searching for Elements in the List .....	41
5.7.1. Introduction .....	41
5.7.2. Quick Text Search .....	42
5.7.3. Advanced Search .....	43
5.7.4. Using Saved Filters .....	50
<b>6. METADATA .....</b>	<b>52</b>
6.1. Introduction .....	52
6.2. Profile Management .....	53
6.2.1. Overview of the Profile Management Window .....	53
6.2.2. Managing User Fields .....	54
6.2.3. Managing Metadata Profiles .....	56
6.3. Media Profile Association .....	58
6.4. Edit Profile Association .....	59



<b>7. PLAYOUTS</b>	<b>60</b>
7.1. Introduction	60
7.2. Servers Manager	61
7.2.1. Introduction	61
7.2.2. Creating and Configuring a Playout Server	61
7.2.3. Modifying the Playout Server Properties	62
7.2.4. Possible Actions with Contextual Menus	62
7.3. Group Manager	63
7.3.1. Introduction	63
7.3.2. Creating a Group of Playout Servers	63
7.3.3. Deleting a Group of Playout Servers	64
<b>8. SOFTWARES</b>	<b>65</b>
8.1. Introduction	65
8.2. Parameter Profiles	66
8.2.1. Introduction	66
8.2.2. Possible Actions with Contextual Menu	67
8.2.3. List of <GENERAL> Parameters	67
8.2.4. List of Parameters for Xedio Manager	72
8.2.5. List of Parameters for Xedio CleanEdit	73
8.2.6. List of Parameters for Xedio Ingest	85
8.2.7. List of Parameters for Xedio Playout Organizer	86
8.2.8. List of Parameters for Xedio Browse and Xedio Browse (VC)	87
8.2.9. List of Parameters for Xedio Approval	88
8.2.10. List of Parameters for Xedio Importer	89
8.2.11. List of Parameters for Xedio Explorer	90
8.2.12. List of Parameters for Xedio Cutter	91
8.2.13. How to Edit a Parameter Profile	93
8.2.14. How to Modify a Name Format String	93
8.2.15. How to Define New Default Audio Channel Assignment	95
8.2.16. How to Change the Order of Channels inside a Track	97
8.2.17. How to Remove a Track Assignment	98
8.2.18. How to Change the Order of Tracks Assignment	98
8.3. Keyboard Profiles	99
8.3.1. Introduction	99
8.3.2. Possible Actions with Contextual Menu	99
8.3.3. How to Edit a Keyboard Shortcut	100
8.3.4. List of Xedio CleanEdit Keyboard Keys Assignments	100
8.3.5. List of Xedio Playout Organizer Keyboard Keys Assignments	109
8.3.6. List of Xedio Browse and Xedio Browse (VC) Keyboard Keys Assignments	109
8.3.7. List of Xedio Cutter Keyboard Keys Assignments	110
8.4. Keyboard Machines	112
8.4.1. Introduction	112
8.4.2. Possible Actions with Contextual Menu	113

8.5. Video FX .....	113
<b>9. TOOLS .....</b>	<b>115</b>
9.1. Introduction .....	115
9.2. Program Class Manager .....	116
9.2.1. Introduction .....	116
9.2.2. Possible Actions with Contextual Menus .....	116
9.3. Projects / Clips / Edits / Playlists Manager .....	117
9.3.1. Introduction .....	117
9.3.2. Element Grid .....	117
9.3.3. Searching the Database .....	121
9.3.4. Delete & Purge .....	121
9.4. Broadcasted Items Manager .....	121
9.5. Script Manager .....	122
9.6. Monitoring .....	123
<b>10. USERS .....</b>	<b>124</b>
10.1. Introduction .....	124
10.2. User Role Manager .....	124
10.3. User Manager .....	126
10.4. License Manager .....	128
<b>11. MEDIA FILE CLEANER .....</b>	<b>129</b>



# What's New?

In the user manual, the icon **NEW !** has been added on the left margin to highlight information on new and updated features.

The sections updated to reflect the new and modified features on Xedio Manager from Xedio Suite 4.50 (compared to Xedio Suite 4.40) are listed below.

## Updated list of CleanEdit Software Parameters

New parameters are available:

- to allow the use of the new Blur effect from CleanEdit.
- to made the ORAD plugin available from the Tag Manager window.
- to display an Auto Sync Tags button over the timeline.

See section "List of Parameters for Xedio CleanEdit" on page 73.

## LinX, and the direct access to EVS serves, is no more supported

The LinX tab is no more displayed in Xedio Manager.

- The section related to LinX and direct access has been removed from the manual.
- See section "Overview of the Xedio Manager Window" on page 2.

It is no more possible to import media files available on an EVS video server to the Xedio suite. The EVS Server tab is no more available from Media Importer.

- See section "Importable Media" on page 34.

The related software parameters have been removed.

- See section "List of Parameters for Xedio CleanEdit" on page 73: CemedialImport > Allow XT Import.
- See section "List of Parameters for Xedio Manager" on page 72: CemedialImport > XT.

## Xsquare targets visibility

A note has been added regarding the condition for Xsquare targets visibility.

- See section "Xsquare Manager" on page 24.



# 1. Introduction

## 1.1. Product Description

An installation of Xedio Suite can include a single workstation providing a single fast and easy editing facility or a range of workstations running the various applications included in the suite to provide a complete newsroom or sports centre video production solution.

Each installation of a Xedio Suite requires its own specific configuration and set of parameters. All the workstations, the users, their associated projects, and the whole media pool are available to the system. Each of these is referenced within the Xedio database.

Xedio Manager is the application within the suite that manages the configuration of the installation and defines the parameters used by the system.

Xedio Manager is designed for system administrators to easily use and set the system up from the very beginning of the installation to the daily asset and content management.

Xedio Manager can be installed on all computers connected to the Xedio network. The only requirement is an ODBC connection to the database; otherwise there are no specific computer or network requirements necessary to enable use.

## 1.2. Opening Xedio Manager

To start the Xedio Manager application, select the application from **Start > Programs > EVS Broadcast Equipment** or click on the **Xedio Manager** icon on the desktop:



The Xedio workstation may be integrated into an Active Directory domain.

The user group the user belongs to in the Windows domain must be linked to a user role in Xedio Manager. This determines the set of user rights and user settings the user will have in the application. In case a user belongs to several Windows groups, the system retrieve them in alphabetical order and checks whether the first group matches a user role. The use of Windows authentication must have been enabled in Xedio Manager.

In this case, the login screen opens and users may choose to use the Windows authentication and connect without additional access codes, or to use the Xedio authentication and connect with their own Xedio username and password.

In case the auto-log off mode is activated and the Windows authentication by Active Directory mode is used, the auto-log off becomes an auto-quit function.

If the Xedio workstation is not integrated into an Active Directory domain, a login screen will display, where users have to enter their own Xedio username and password.

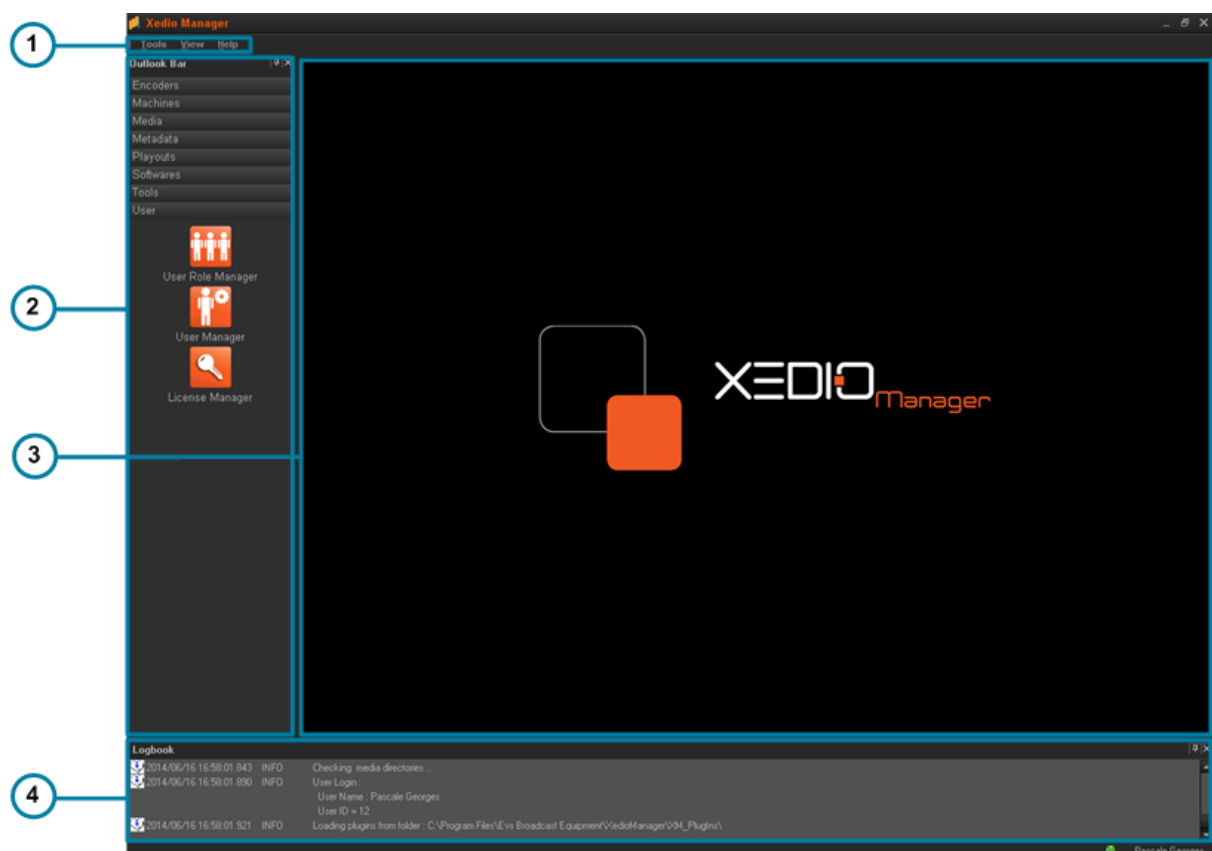
## 2. User Interface

### 2.1. Overview of the Xedio Manager Window

#### Illustration

**NEW !**

The Xedio Manager window contains the areas highlighted on the screenshot below:

**Note**

The color of some user interface elements may vary with the Xedio skin installed.



## Area Description

The table below describes the various parts of the Xedio Manager window:

Part	Name	Description
1.	Menu bar	The menu bar gives access to general commands and to configuration parameters. See section "Menu Bar" on page 3.
2.	Outlook bar	The Outlook bar presents nine tabs corresponding to the areas managed by Xedio Manager. See section "The Outlook Bar" on page 5.
3.	Work area	The Work area is only active when an item is selected in one category from the Outlook area. Thus, the window displayed in the Work area depends on the selected item. Parameters are set from this area. See sections "Encoders" on page 7 to "Users" on page 124.
4.	Logbook area	The Logbook area lists the operations that the user performs in the database and their status. If a problem occurs, an error message is added in the list. At the same time, the application saves all this information in a log file.

## 2.2. Menu Bar

### 2.2.1. Tools Menu

The Tools menu gives access to the Media File Cleaner tool. This tool shows the list of all the media files present on the Xedio media servers but not referenced in the database (orphan files). From the Media File Cleaner window, it is possible to delete these orphan files. See section "Media File Cleaner" on page 129 for more information.

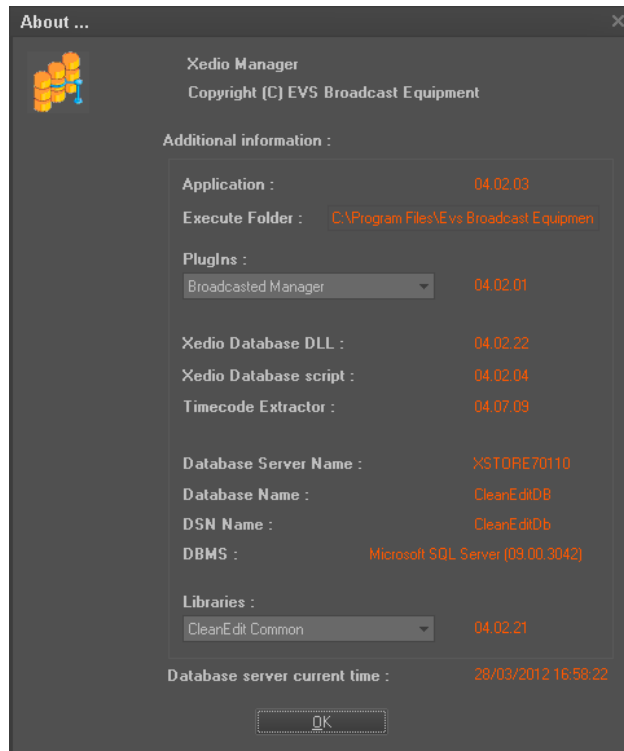
### 2.2.2. View Menu

The View menu provides the following options:

Menu Item	Description
<b>Outlook Bar</b>	Displays or hides the Outlook bar.
<b>Logbook Bar</b>	Displays or hides the Logbook bar.
<b>Full Screen</b>	Hides the Menu bar.

## 2.2.3. Help Menu

The Help menu provides the **About...** option which gives information about the system, such as version number of the different components.



The window gives the following information:

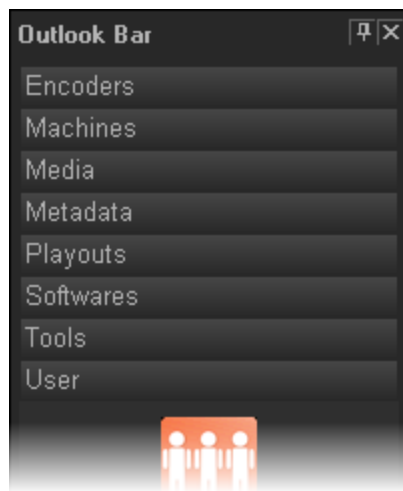
Information Item	Meaning
<b>Application</b>	Version number of Xedio Manager.
<b>Execute Folder</b>	Folder Path where Xedio Manager is installed.
<b>Plugins</b>	List of the installed plug-in. When the user selects a plug in name from the list, the corresponding version is displayed next to the field.
<b>Xedio Database DLL</b>	Version number of the DLL allowing the access to the Xedio database.
<b>Xedio Database Script</b>	Version number of the database. It must be compatible with the CleanEdit Database DLL version number.
<b>Timecode Extractor</b>	Version number of the application which checks the media and the timecode inside the media.
<b>Database Server Name</b>	Name of the server where the database resides.
<b>Database Name</b>	Name of the database in SQL server.

Information Item	Meaning
<b>DSN Name</b>	Data Source Name, label of the currently used ODBC link.
<b>DBMS</b>	Database Management System type and version.
<b>Libraries</b>	List of the existing DLL libraries. When the user selects a library name from the list, the corresponding version is displayed next to the field.
<b>Database Server Current Time</b>	Date and time from the Database server.

## 2.3. The Outlook Bar

**NEW !**

The Outlook bar presents eight tabs. They correspond to the areas managed by Xedio Manager.



When Xedio Manager is started for the first time, only the Media and Users tabs are shown. You need to create a media server before being able to see all the tabs. See section "Media Servers" on page 27.

The following table briefly describes the various categories:

Subject	Purpose
<b>Encoders</b>	Manages (create, delete and modify) encoders and sets up their parameters.
<b>Machines</b>	Manages interactions with external devices such as VTR, archive servers, XFile and EVS servers.
<b>Medias</b>	Manages all media and associated storage structure as referenced in the database.
<b>Metadata</b>	Manages the creation of metadata profiles which could be associated to media.
<b>Playouts</b>	Manages the playout servers used by the Xedio Suite.

Subject	Purpose
<b>Softwares</b>	Sets up all software parameters and allows the creation of parameter profiles.
<b>Tools</b>	Manages database content and users jobs.
<b>Users</b>	Manages users and access rights.

Each category provides access to a series of items. Once a category tab is selected, its specific items are shown as icons. Select any of these icons to display its relevant interface in the Work area.

Refer to the different chapters of the present manual for complete information on each category managed by Xedio Manager.



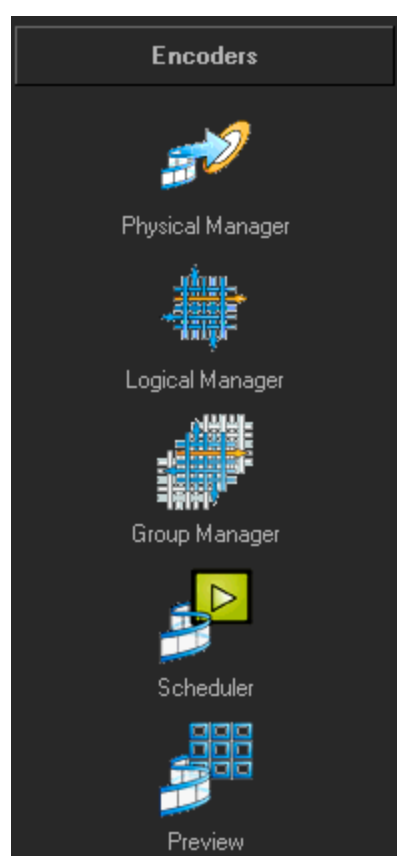
## 3. Encoders

### 3.1. Introduction

Encoders are physical devices which allow the digitization of incoming audio/video feeds into multiple file formats. Most of the models are configured to encode lo-res or hi-res feed. They can be logically grouped to associate physical encoders handling the same feed, either in hi-res or in lo-res. So, editing operations can be quickly performed on lo-res media and then reflected to the corresponding hi-res media for further news production and playout.

The XEDIO I/O encoder model is able to encode both lo-res and hi-res at the same time.

Five items are available in the Encoders category. They are detailed in the table below.



Item	Description
<b>Physical Manager</b>	Defines hardware setup and encoding parameters for each physical encoder.
<b>Logical Manager</b>	Defines the logical encoders, i.e. the combination of physical encoders to form a single logical encoder. For example, a hi-res encoder and a lo-res encoder receiving the same feed can be controlled as one single logical encoder.

Item	Description
<b>Group Manager</b>	Allows to create groups of logical encoders that make logical channels visible from specific workstations.
<b>Scheduler</b>	Displays blocks corresponding to the scheduled ingest already planned for encoding.
<b>Preview</b>	Displays the current video input when the encoder is recording media.

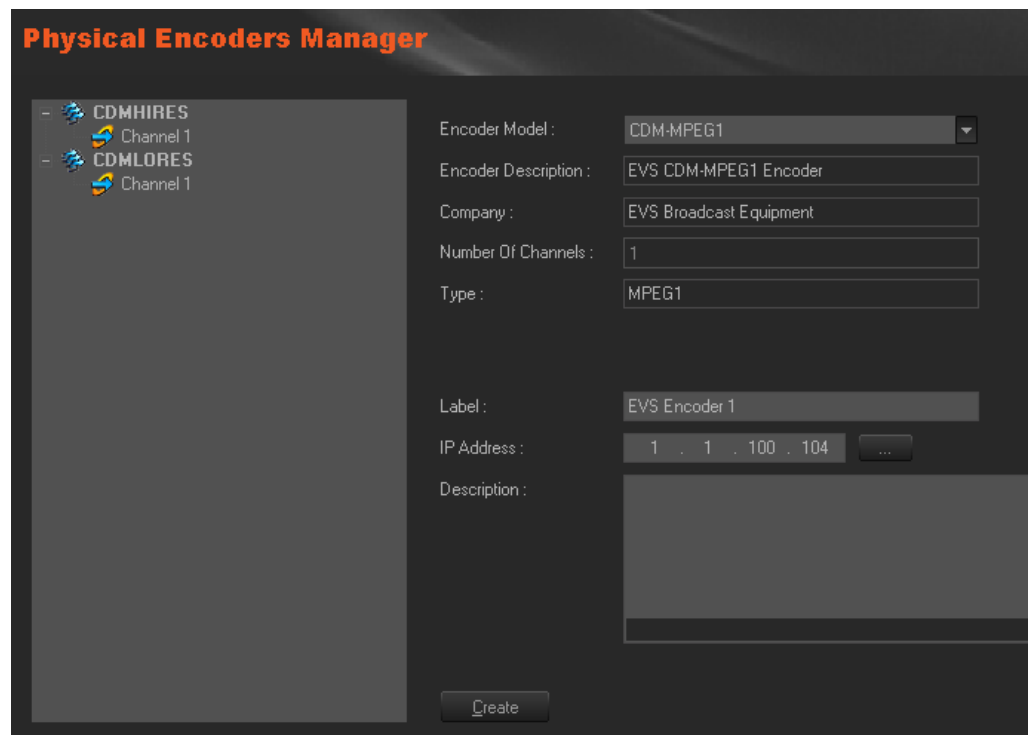
## 3.2. Physical Manager

### 3.2.1. Introduction

You must define and configure a physical encoder before you can use it.

When you click the **Physical Manager** button, the Physical Encoders Manager window is displayed in the Work area, allowing you to define or update encoding hardware connected to the network (**Encoder type**, **IP address**) and the encoding parameters.

Contextual menus are available for additional operations.



## 3.2.2. Creating Physical Encoder

To create and configure a physical encoder, complete the following fields and then click on the **Create** button.

The encoder name is added to the list on the left side of the window and "Channel 1" appears underneath. As the XEDIO I/O model is a multichannel encoder, up to 2 channel numbers are displayed under the encoder name.

Field	Description
<b>Encoder Model</b>	Select an encoder model among <b>CDM[1]</b> (also called CDM-MPEG), <b>CDM[2]</b> , <b>XEDIO I/O</b> (also called CDM[3] PCX3)
<b>Encoder Description</b>	Automatically filled at encoder model selection.
<b>Company</b>	Automatically filled at encoder model selection.
<b>Number of Channels</b>	Automatically filled at encoder model selection.
<b>Type</b>	Automatically filled at encoder model selection.
<b>Label</b>	Name you give to the physical encoder, as it will appear in the list. Preferably choose a name relevant to the job of the encoder or to its position in the Xedio architecture.
<b>IP Address</b>	IP address of the physical encoder.
<b>Description</b>	Optional text to describe the encoder. This will appear in a ToolTip when placing the pointer over the corresponding encoder name in the list on the left.

## 3.2.3. Setting up the Encoding Parameters

### Introduction

Select a channel ("Channel 1", or "Channel 2" with CDM[3] PCX3) to set the encoding parameters.

The encoding parameters fields displayed on the right depend on the encoder model.

## CDM-MPEG Encoding Parameters

The screenshot shows the 'Physical Encoders Manager' window. On the left, a tree view lists 'CDMHires', 'CDMLores', and 'EVS Encoder 1'. The main area displays various encoding parameters for 'EVS Encoder 1' Channel 1. The parameters are as follows:

- Media Server: XSTORE70110 (S:\VideoMedia\LowResFiles\)
- Gop Size: 12
- Number of B Frames: 2
- Video Size: 352
- Video Standard: pal
- Format: mpeg1
- Video Bitrate: 1150000
- TC Config: encoder config
- Audio Numbers: 1
- Video Ratio: 4/3

Below these parameters is an 'Audio Config' section with a table for configuring audio streams:

	PID	Mode	Bitrate	Left Input	Right Input
Audio 1 :	100	stereo	192	Analog Input 1	Analog Input 2
Audio 2 :					
Audio 3 :					
Audio 4 :					
Audio 5 :					
Audio 6 :					

An 'Update' button is located at the bottom of the window.

The available parameters for CDM[1], also called CDM-MPEG, are the following:

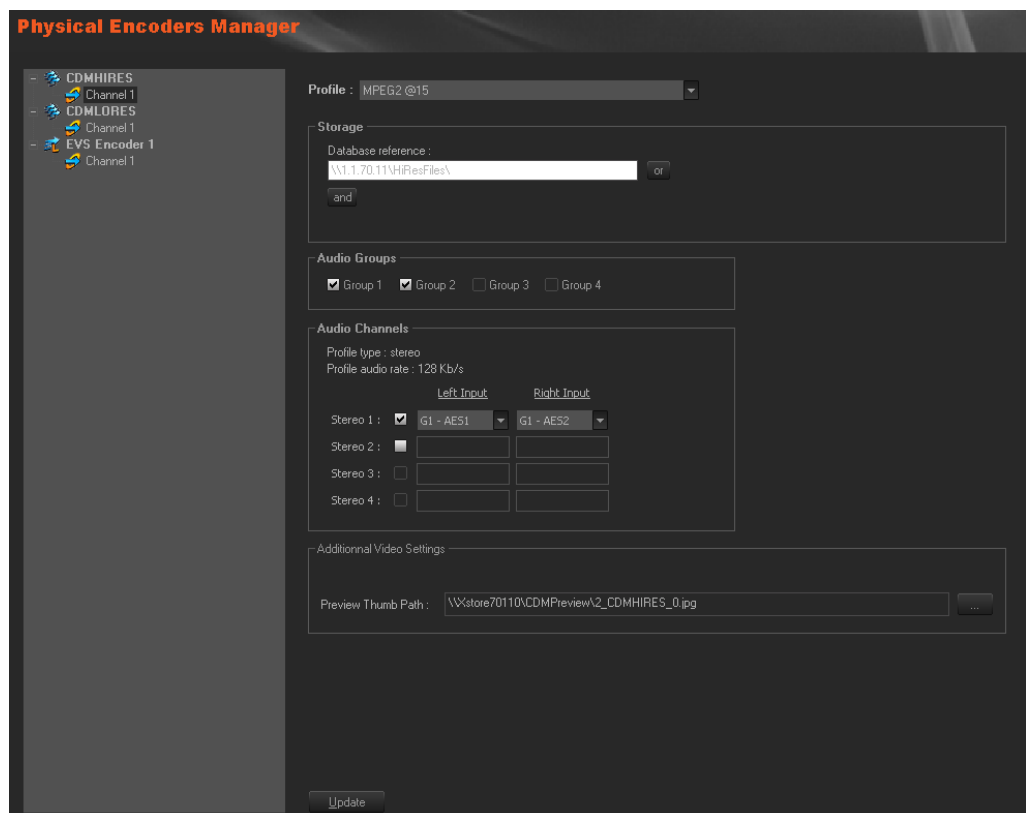
Setting	Description
<b>Media Server</b>	Media storage server where the encoded media files will be stored.
<b>Gop Size</b>	Number of frames between two I pictures (normal setting is 12). Defines the MPEG file structure to use.
<b>Number of B Frames</b>	Number of B frames between two P frames (typically 2). Defines the Gop structure to use.
<b>Video Size</b>	Width of the picture. Select a value in the list (typically 352 for the lo-res and 720 for the hi-res, for a CDM-MPEG2).
<b>Video Standard</b>	Choose PAL or NTSC standard.
<b>Format</b>	MPEG1
<b>Video Bitrate</b>	Video encoding bitrate, entered as a bit/sec number. For example, 8Mb/s is entered as 8000000.
<b>TC Config</b>	Defines the timecode inserted in the encoded file: <ul style="list-style-type: none"> <li><b>vitc:</b> the timecode is based on the video source signal. Select <b>vitc</b> for all encoders in a lo-res + hi-res configuration.</li> <li><b>local time:</b> the timecode is taken from the CDM encoder local time.</li> <li><b>encoder config:</b> the timecode is managed by the encoder itself (from the CDM Manager application).</li> </ul>

Setting	Description
<b>Audio Numbers</b>	Number of audio channels to encode and multiplex. This is related to the audio configuration table that defines the audio parameters for the encoded file.
<b>Video Ratio</b>	Selection between 16/9 and 4/3 formats for encoding.

When you have done the required modifications, click on the **Update** button to send the new parameters values to the encoder hardware.

## CDM[2] and CDM[3] Encoding Parameters

### Overview



The available parameters for CDM[2] and CDM[3] are the following:

Setting	Description
<b>Profile</b>	Encoding profile used by the encoder. The profiles come from a list of xml files stored on the storage server (in the Profiles/CDM2 folder). These files define the codecs/formats and their parameters.
<b>Storage</b>	The storage server that stores the encoded media files.
<b>Audio Groups</b>	This parameter is only available for CDM[2]. Only two groups of embedded audio can be selected simultaneously.

Setting	Description
<b>Audio Channels</b>	The audio sources can be chosen using the drop down lists in the selected groups.
<b>Preview Thumb Path</b>	Path of the thumbnail, automatically generated by the encoder, during video digitization. This thumbnail is used in Xedio Ingest Organizer scheduler and Xedio Manager to preview the source being encoded.

## How to Define the Storage Subfolder

To define the subfolder where the files will be stored, proceed as follows:

1. Double-click the Database Reference field in the Storage area.  
The Reference Storage window opens.
2. Click the button next to the **Subfolder** field  
The Folder Auto Name window opens.
3. Select one of the options from the list of available items.
4. Click **Append** to add the selected item at the end of the folder string.
5. Repeat steps 3 and 4 for any new information type you want to add in the string.
6. Click **OK**.  
The selected string is displayed in the **Subfolder** field of the Reference Storage window.
7. Select the Transfer mode.
8. Click **OK**.

### 3.2.4. Modifying the Physical Encoder Properties

To modify the properties of a physical encoder, select it in the list, enter new values in the relevant fields, and click the **Update** button.

### 3.2.5. Possible Actions with Contextual Menus

A contextual menu is available when you select an encoder name in the list and then right-click. The following options can be selected:

Menu Item	Description
<b>Duplicate</b>	Creates a new physical encoder with the same properties and same encoding parameters. The term "duplicated" is added next to the new encoder name.
<b>Delete</b>	Deletes the encoder configuration and removes it from the list.

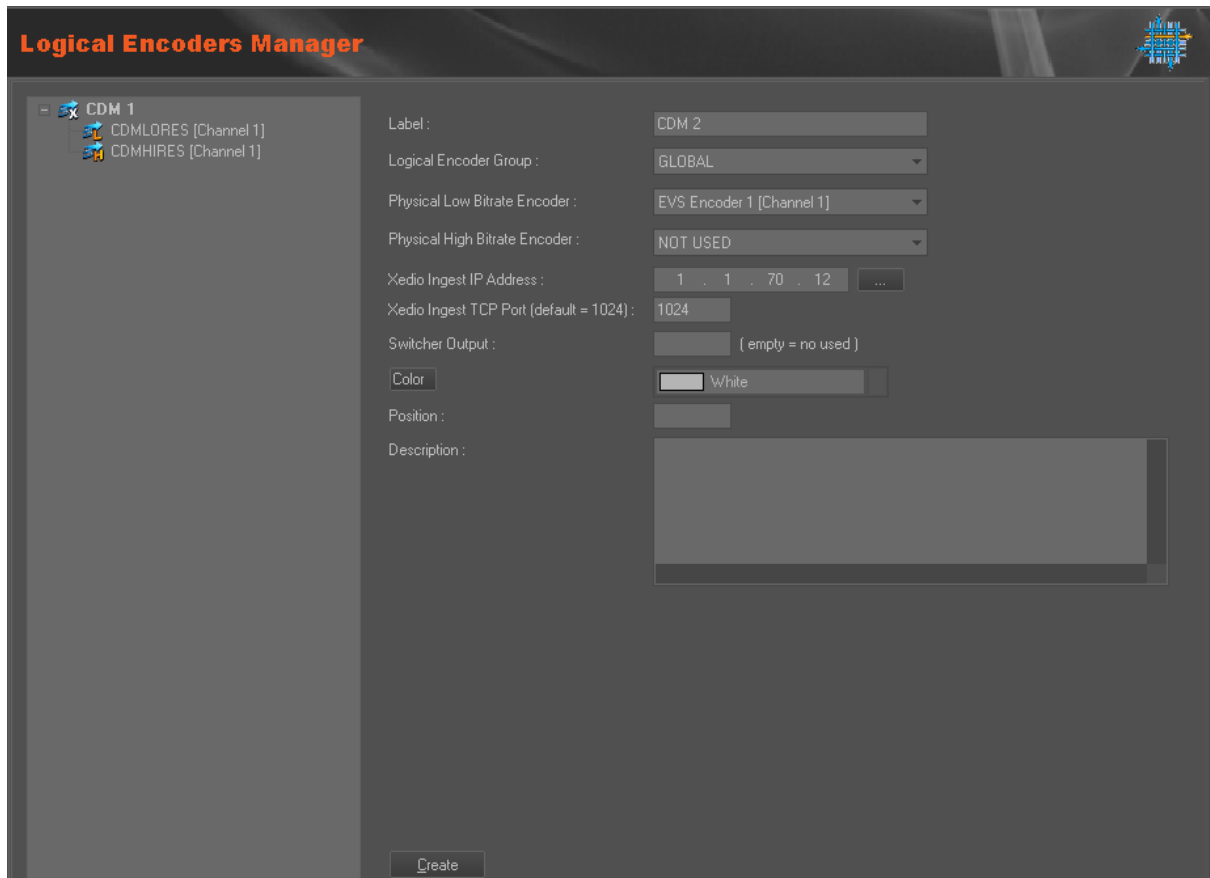
A contextual menu is available when you select a channel in the list and then right-click:

Menu Item	Description
<b>Set Label / Description</b>	Opens a dialog box allowing to update the "Channel 1" or "Channel 2" name or to enter a description.

## 3.3. Logical Manager

### 3.3.1. Introduction

When you click the **Logical Manager** button, the Logical Encoders Manager window is displayed in the Work area, allowing you to logically group physical encoders as being part of the same channel. Possible configurations use two encoders in hi-res and lo-res or one encoder in hi-res only. With a XEDIO I/O encoder model, lo-res and hi-res are recorded by the same encoder.



### 3.3.2. Creating Logical Encoder

To create and configure a logical encoder, complete the following fields and then click on the **Create** button.

The logical encoder name is added to the list on the left side of the window and the name of its corresponding physical encoders appears underneath.

Field	Description
<b>Label</b>	Give a name to the logical encoder.
<b>Logical Encoder Group</b>	Select the group you want to link to the logical encoders. This will determine the Ingest Organizer workstation which will see the encoders and this is used to restrict the access to some encoders by the Ingest Organizer. The GLOBAL group makes the encoders visible to all the Ingest Organizer workstations.
<b>Physical Low Bitrate Encoder</b>	Select the low bitrate (if applicable) physical encoder to be part of the logical encoder. With a XEDIO I/O encoder model, selecting one of the physical encoder channels automatically allocates the other channel of the physical encoder to the corresponding low bitrate or high bitrate field.
<b>Physical High Bitrate Encoder</b>	Select the high bitrate physical encoder to be part of the logical encoder.
<b>Xedio Ingest IP address</b>	IP address of the server hosting the Xedio Ingest Organizer module controlling the encoder.
<b>Xedio Ingest TCP Port</b>	Port of the server hosting the Xedio Ingest Organizer module.
<b>Switcher Output</b>	Output of the switcher to which the encoder is connected.
<b>Color</b>	Background color of the encoder channel in the Xedio Scheduler. The color palette is available by clicking the <b>Color</b> button and then selecting a color from the drop-down list.
<b>Position</b>	Position of the encoder channel in the Xedio Scheduler.
<b>Description</b>	Optional text to describe the logical encoder. This will appear in a ToolTip when placing the pointer over the corresponding logical encoder name in the list on the left.

### 3.3.3. Modifying the Logical Encoder Properties

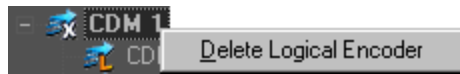
To modify the properties of a logical encoder, select it in the list, enter new values in the relevant fields, and click the **Update** button.



### 3.3.4. Possible Actions with Contextual Menus

#### Deleting a Logical Encoder

A contextual menu is available when you select a logical encoder name in the list and then right-click:



Menu Item	Description
<b>Delete Logical Encoder</b>	Deletes the logical encoder configuration and removes it from the list.

#### Exporting and Importing Encoder Properties

A contextual menu is available when no encoder is selected and you right-click in the encoder list area.

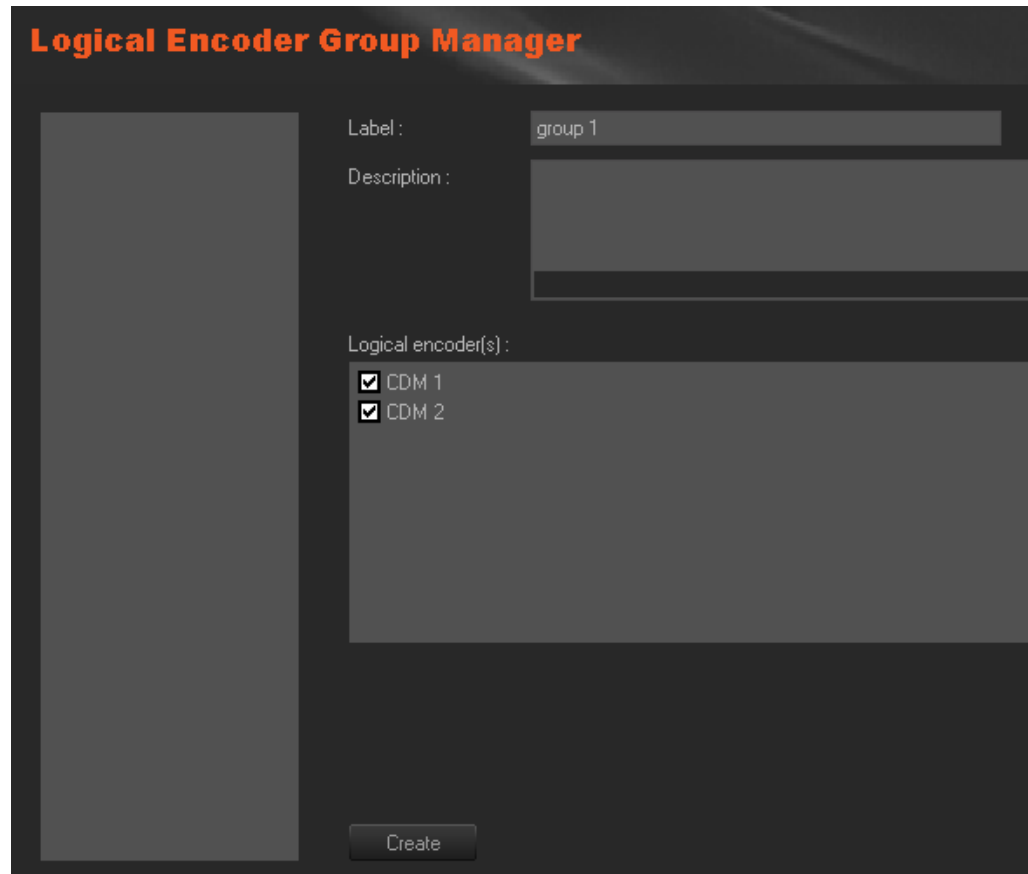
Menu Item	Description
<b>Export Encoders</b>	Exports the list and configuration of encoders in a readable file (.enc format). In the Save As window, select the folder to export the file to.
<b>Import Encoders</b>	Imports the list and configuration of encoders in a readable file. In the Open window, select the file that contains the encoders list to import.

## 3.4. Group Manager

### 3.4.1. Introduction

When you click the **Group Manager** button, the Logical Encoder Group Manager window is displayed in the Work area, allowing you to group together multiple logical encoders.

A group of encoders will then be visible only to a predefined Xedio Ingest Organizer workstation. Indeed, at first run of Xedio Ingest Organizer, the group membership is set.



### 3.4.2. Creating a Group of Logical Channels

To create a group of logical encoders, complete the following fields and then click on the **Create** button.

The group name is added to the list on the left side of the window.

Field	Description
<b>Label</b>	Give a name to the group of logical encoder.
<b>Description</b>	Optional text to describe the group of logical encoders.
<b>Logical Encoders</b>	Select the logical encoders to group together.

**Note**

A group of logical channels restricts the amount of available channels for specific Xedio Ingest Organizer workstations. There is one default group, called **GLOBAL**, that allows a Xedio Ingest Organizer workstation to “see” all channels when it is selected.

**Note**

To finalize encoders configuration, it is necessary to store the CDM encoders mapped drive in the database. See section "Setting the CDM Encoder Mapped Drive" on page 32.

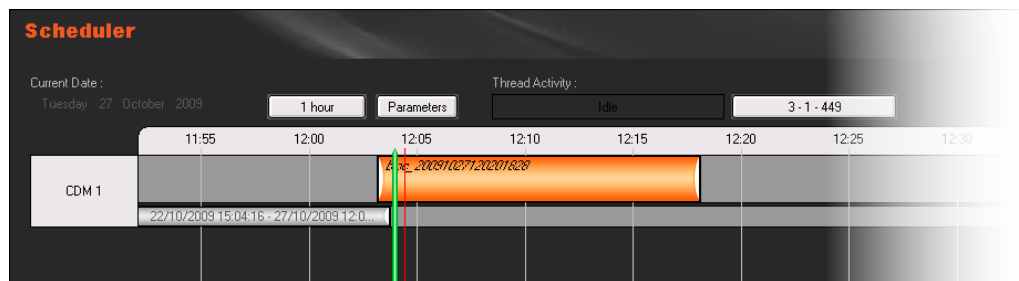
### 3.4.3. Deleting a Group of Encoders

To be able to delete a group of encoders, you first need to clear the logical encoders boxes and click the **Update** button.

Then, right-clicking the group name will show you a contextual menu with the **Delete** option.

## 3.5. Scheduler

When you click the **Scheduler** button, the Scheduler window displays blocks corresponding to the scheduled ingests already planned for encoding by all the logical encoders.

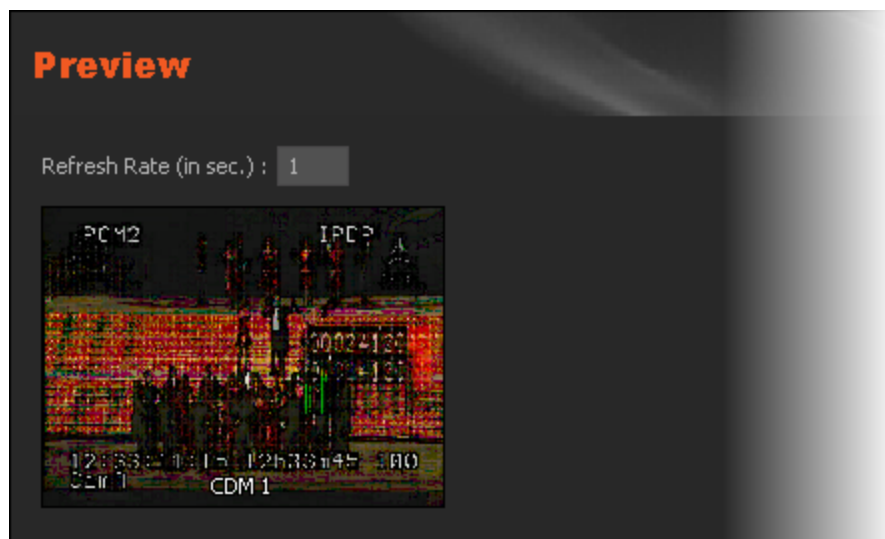


As this function is the same as the one available in Xedio Ingest Organizer, please refer to the user manual of this application for more details.

## 3.6. Preview

When you click the **Preview** button, the Preview window displays simultaneously the video currently under processing and encoding at all encoders inputs.

The only available parameter is the **Refresh Rate** defined in seconds.

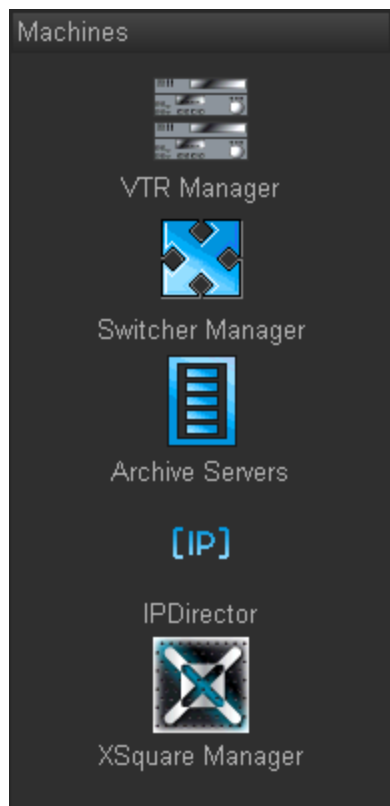


## 4. Machines

### 4.1. Introduction

External devices can be connected to the Xedio Suite. Their parameters are configured from the Machines tab.

Several items are available in the Machines category. They are detailed in the table below.

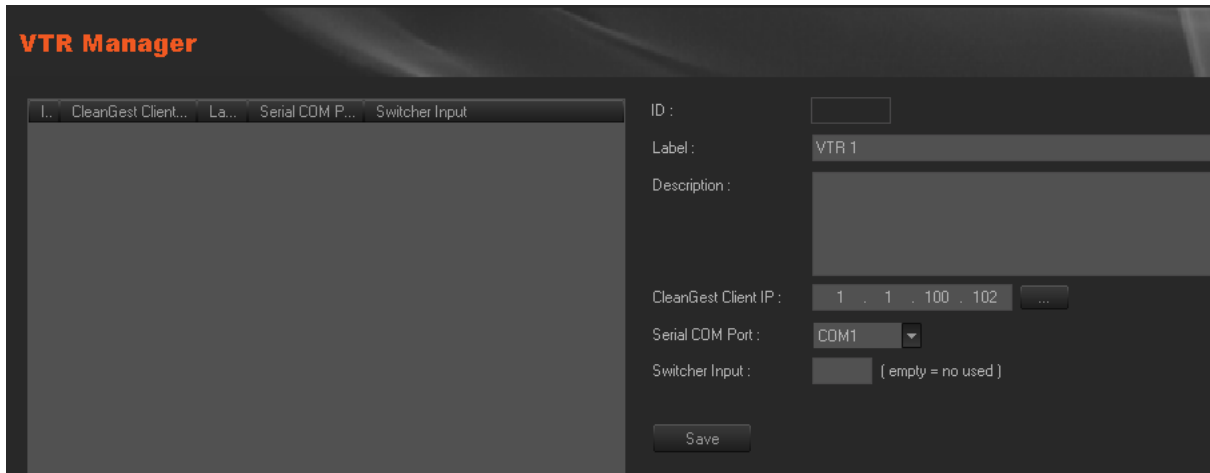


Item	Description
<b>VTR Manager</b>	Defines setup parameters for a controlled VTR.
<b>Switcher Manager</b>	Defines setup parameters for a switcher connected to the system.
<b>Archive Servers</b>	Defines setup parameters for a server used to archive media.
<b>IPDirector</b>	Defines setup parameters to use information coming from IPDirector API.
<b>Xsquare Manager</b>	Defines setup parameters for an Xsquare used for rendering or file export.

## 4.2. VTR Manager

A VTR can be used as a source of ingest. The VTR video output must be connected to the encoder video input.

When you click the **VTR Manager** button, the VTR Manager window is displayed in the Work area.



To set VTR parameters, complete the following fields and then click on the **Save** button.


Field	Description
<b>ID</b>	Number automatically allocated by the system when you save the VTR configuration.
<b>Label</b>	Name you give to the VTR device.
<b>Description</b>	Optional text to describe the VTR device.
<b>Xedio Ingest Organizer IP</b>	IP address of the server hosting the Xedio Ingest Organizer module controlling the VTR to be used.
<b>Serial COM Port</b>	Port used by the workstation when sending data and transport control commands to the VTR (in RS-422).
<b>Switcher Input</b>	Switcher device to which the video source of the VTR is connected. Leave this field blank if you do not have any switcher control device supporting Xedio protocol.

## 4.3. Switcher Manager

When you click the **Switcher Manager** button, the Switcher Manager window is displayed in the Work area.

You can indirectly control a switcher through the system. If the **Transmit Switcher Info** field is checked, Xedio Ingest Server application transmits the switching information over the Ethernet network to a dedicated software device before starting any recording. This device will manage the audio and video routing at the switcher with regard to its brand and protocol, and send an acknowledgement back to Xedio Ingest Server within a determined delay in order to start the encoder(s).

To set switcher parameters, complete the following fields and then click on the **Apply** button.

Field	Description
<b>Transmit Switcher Info</b>	Enables/Disables the use of a software device to control the switcher(s)
<b>Switcher Config Host IP</b>	IP address of the software device to access to.
<b>Switcher Config Host Port</b>	Port number where to send the switching information.
<b>Wait For Host Response TimeOut (in sec.)</b>	Delay for the “acknowledge” coming from the device.  <div>  <b>Note</b>              When timeout delay is reached, Xedio Ingest Server aborts the recording process.           </div>

The protocol used between Xedio Ingest Server and the "switching device" uses the following commands:

Commands sent from CleanGest Server to the switching device	Description
<ConnectPorts InPort="x" OutPort="y"/>	Used before starting a record
<ReleasePorts InPort="x" OutPort="y"/>	Used at the end of a record.

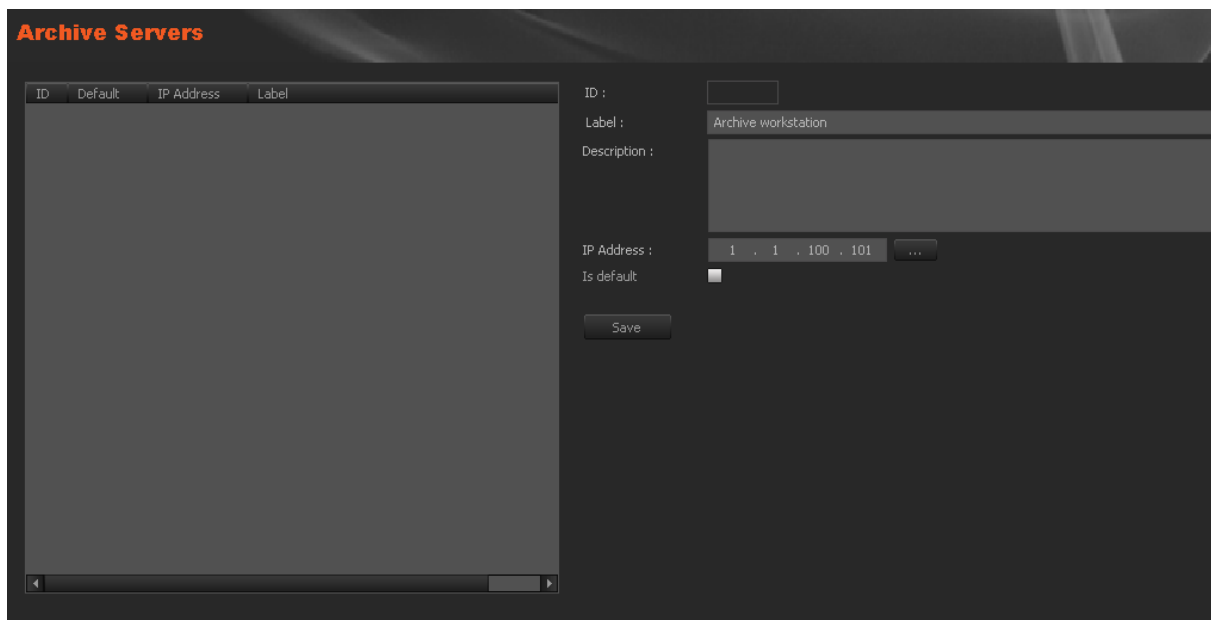
The answers received from the device must be as follows:

Received from the software device	Description
<ConnectOK/> <ConnectFailed/>	Possible answers following a "ConnectPorts" command.
<ReleaseOK/> <ReleaseFailed/>	Possible answers following a "ReleasePorts" command.
<CmdErr/>	Error status

## 4.4. Archive Server Manager

When an Archive Server is attached to a Xedio installation, it must be referenced in the database.

When you click the **Archives Servers Manager** button, the Archive Servers window is displayed in the Work area.



To set archive server parameters, complete the following fields and then click on the **Save** button.

Field	Description
<b>ID</b>	Number automatically allocated by the system when you save the Archive Server configuration.
<b>Label</b>	Name you give to the Archive Server.
<b>Description</b>	Optional text to describe the Archive Server.
<b>IP Address</b>	IP address of the archive server.
<b>Is default</b>	When selected, the current archive server is used by default.

## 4.5. IPDirector

It is possible to synchronize the Xedio database with the IPDirector database.

The IPD Gateway is a Windows service used to synchronize database information from IPDirector to Xedio. It subscribes to IPDirector Notification Server.

The IPDirector Notification Server is an IPDirector API which is used to notify the gateway when modifications are done in the IPDirector database.



### Warning

When the IPD Gateway has been installed, it must be configured in Xedio Manager and the IPD nearlines must be configured in the Xedio Media Servers of Xedio Manager before you start the IPD Gateway services.

When you click the **IPDirector** button, the IPDirector window is displayed in the Work area.

**IPDirector** [IP]

**IPDirector Gateway**

IP Address: 1.1.70.11

TCP Port: 8080

Domain User: .\DVB

Domain Password: .....

**IPDirector Database**

IP Address: 1.1.53.100

IPD DB Name: media

SQL Server Login ID: sa

Password: ...

**IPDirector API**

IP Address:

TCP Port: 0

IPD User Login:

Password:

Update Full Resync



To set IPDirector parameters, complete the following fields and then click on the **Update** button.

Field	Description
<b>IPDirector Gateway</b>	
<b>IP Address</b>	IP address of the machine where the IPDirector gateway is installed.
<b>TCP Port</b>	IPD gateway TCP port (default is 8080)
<b>Domain User</b>	".\<Windows Domain User with Admin rights>"
<b>Domain Password</b>	Windows Domain Password for this user
<b>IPDirector API</b>	
<b>IP Address</b>	IP address of the machine where the IPD API is installed.
<b>TCP Port</b>	TCP port of the IPD API .
<b>Login</b>	Login for the IPDirector user
<b>Password</b>	Password for the IPDirector user
<b>IPDirector Database</b>	
<b>IP Address</b>	IP address of the machine where the IPD database is installed.
<b>IPD DB Name</b>	Name of the server where the IPD database is located.
<b>SQL Server Login ID</b>	IPD database username.
<b>Password</b>	IPD database password.

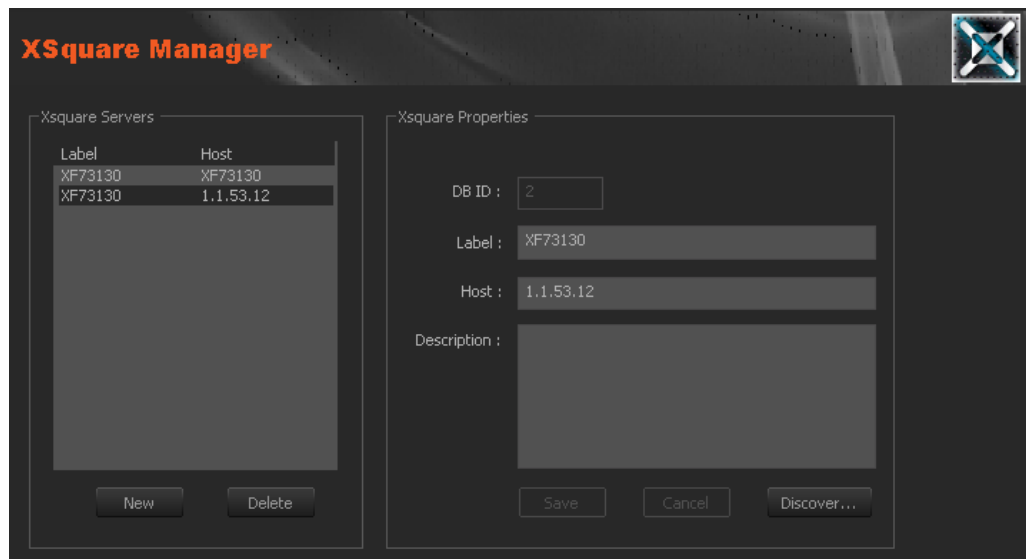
Each time the configuration is modifying, click the **Full Resync** button to force a full resynchronization from IPDirector to Xedio. A confirmation dialog box then opens where users enter the dates interval to be taken into account for the resynchronization.

## 4.6. Xsquare Manager

### Overview

Xsquare can be used to receive and send media in file format or for the rendering of files to an EVS video server.

When you click the **Xsquare Manager** button, the Xsquare Manager window is displayed in the Work area.



The Xsquare Servers area displays the list of Xsquare servers which have been defined as targets from Xedio Manager.

The Xsquare Properties area shows the properties of a Xsquare server selected from the Xsquare Servers area.

**NEW !****Note**

- Xsquare targets are visible provided that
- the user logged into Xedio Manager has an Xsquare account with the same access codes (login and password) in both applications.

### Xsquare Servers configuration

The discovery of Xsquare targets can be done manually or automatically.

**Automatic Procedure**

To automatically find the list of Xsquare servers available on the network, proceed as follows:

1. Click the **Discover** button.

The Xsquare Servers Discovery window opens and lists the Xsquare servers found.

2. Select one Xsquare server.

3. Click **Add**.

The properties of the Xsquare server are displayed on screen.

4. Click **Save**.

The selected Xsquare server is displayed in the Xsquare Servers area.

#### Manual Procedure

To select an Xsquare server manually, proceed as follows:

1. Click **New**.

The default host name 127.0.0.1 is displayed in the Xsquare properties.

2. Set the Xsquare properties by completing the fields.

Field	Description
<b>DB ID</b>	Number automatically allocated by the system when you save the Xsquare configuration.
<b>Label</b>	Label given to the machine hosting Xsquare (optional).
<b>Host</b>	IP address or name of the machine hosting Xsquare.
<b>Description</b>	Text to describe the Xsquare (optional).

3. Click **Save**.

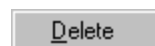
The selected Xsquare server is displayed in the Xsquare Servers area.

## 4.7. Modifying or Deleting an External Device

To modify the properties of one of the previous external devices, except a switcher, select it in the list, enter new values in the relevant fields, and click the **Update** button.



To delete one of the previous external devices, except a switcher, select it in the list, right-click and select **Delete** from the contextual menu.

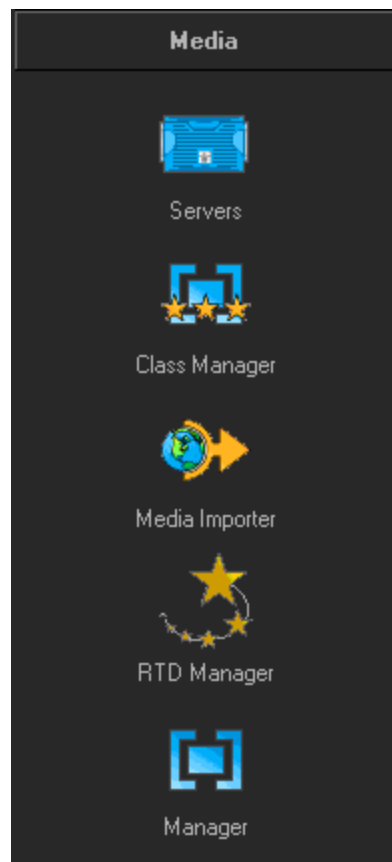


## 5. Media

### 5.1. Introduction

From the Media category you can define the media storage tree structure and media classes, you can import and manage media files.

Five items are available in the Medias category. They are detailed in the table below.



Item	Description
<b>Servers</b>	Allows to define the media storage server(s) and to create its sub-folders (multiple storage servers may be defined).
<b>Class Manager</b>	Allows to define a Class List to categorize the stored media.
<b>Media Importer</b>	Allows to import media files into the storage server and to create a reference to the files within the database.
<b>RTD Manager</b>	Manages the animated transition graphics (RTD's) referenced in the database.
<b>Manager</b>	Manages the media files within the database and the storage server.

## 5.2. Media Servers

### 5.2.1. Introduction

A Media Server is the location where all the media used within a Xedio installation will be stored. Different types of directories can be created on a media server to store the various types of files.

When you click the **Media > Servers** button, the Media Servers window is displayed in the Work area. It lists all the existing media servers and allows you to define a new media server or modify an existing one.

**Media Servers**

☐ Retrieve free disk spaces  
☐ Check Locked

Label	Free	Main Address	Backup Address	UncPath	Share Name
XSTORE70110		1.1.70.11			
HIRES				S:\XedioMedia\HiResFiles\	HiResFiles
LOWRES				S:\XedioMedia\LowResFiles\	LowResFiles
VOICEOVER				S:\XedioMedia\VoiceOverFiles\	VoiceOverFiles
STILL				S:\XedioMedia\StillFiles\	StillFiles
AUDIO				S:\XedioMedia\AudioFiles\	AudioFiles
PLST				S:\XedioMedia\PlistFiles\	PlistFiles
MEDIATHUMB				S:\XedioMedia\MediaThumbFiles\	MediaThumbFiles
CLIPTHUMB				S:\XedioMedia\ClipThumbFiles\	ClipThumbFiles
TAGS				S:\XedioMedia\TagsFiles\	TagsFiles
RTD				S:\XedioMedia\RtdFiles\Low\	RtdFiles
PROFILES				S:\XedioMedia\Profiles\	Profiles
CACHE				S:\XedioMedia\Cache\	Cache
CUEPOINTTHUMB				S:\XedioMedia\CuePointThumbFiles\	CuePointThumbFiles
CG				S:\XedioMedia\CGTemplateFiles\	CGTemplateFiles
CEDevicesTab_XSTORE70...		127.0.0.1			

### 5.2.2. Creating a Media Server

#### Possible Situations

The Windows directories to use for storage may have been created before the creation process of a media server. If they have not, Xedio Manager will create them during the process.

When some applications need a direct access to a SAN, the media server can be set as if it was on the same machine as the application.

## How to Create a Media Server

### The Windows Directories have not yet been Created

To create a media server, proceed as follows:

1. Right-click in the Media Server window and select **New Media Server** in the contextual menu. The Storage Server page of the creation wizard opens.

2. Fill in the **Main Address** and the **Backup Address** fields:

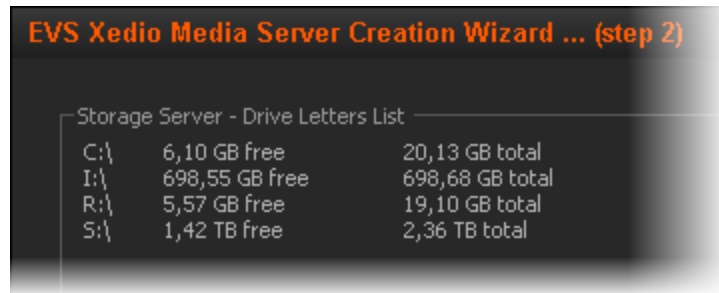
Field	Description
<b>Main Address</b>	IP address or hostname of the main server used for media storage.
<b>Backup Address</b>	IP address or hostname of the backup storage server, when a redundant network is used.

3. If the Windows directories have not yet been created, do not select the **Share names already configured** option and fill in the **Login** and **Password** fields:

Field	Description
<b>Login</b>	Login name defined for the media server in its configuration parameters.
<b>Password</b>	Login password defined for the media server in its configuration parameters.

4. Click **Next**.

The 2<sup>nd</sup> page, Storage Server - Drive Letters List, displays the drives capacity of the new media server:



5. Click **Next**.

The 3<sup>rd</sup> page of the wizard, Storage Server - Folders & Shares List, lists all the possible types of directories which can be created by Xedio Manager:



6. Select the types of directories to be used for the storage  
The folder name and share name are automatically filled in.
7. In the Drive column, select the drive(s) where to create each folder or select the **All Folders on same drive** option to automatically create all the selected folders on the drive selected once.
8. Click **Next**.
9. In the 4<sup>th</sup> page of the wizard, Storage Server - General Information, enter a name for the media server in the **Label** field.
10. Click **Finish**.

The tree structure of the media server is displayed.



**Media Servers**

☐ Retrieve free disk spaces  
☐ Check Locked

Label	Free	Main Address	Backup Address	UncPath	Share Name
XSTORE70110		1.1.70.11			
HIRES				S:\XedioMedia\HiresFiles\	HiresFiles
LOWRES				S:\XedioMedia\LowResFiles\	LowResFiles
VOICEOVER				S:\XedioMedia\VoiceOverFiles\	VoiceOverFiles
STILL				S:\XedioMedia\StillFiles\	StillFiles
AUDIO				S:\XedioMedia\AudioFiles\	AudioFiles
PLST				S:\XedioMedia\PlstFiles\	PlstFiles
MEDIA THUMB				S:\XedioMedia\MediaThumbFiles\	MediaThumbFiles
CLIP THUMB				S:\XedioMedia\ClipThumbFiles\	ClipThumbFiles
TAGS				S:\XedioMedia\TagsFiles\	TagsFiles
RTD				S:\XedioMedia\RtdFiles\Low\	RtdFiles
PROFILES				S:\XedioMedia\Profiles\	Profiles
CACHE				S:\XedioMedia\Cache\	Cache
CUEPOINT THUMB				S:\XedioMedia\CuePointThumbFiles\	CuePointThumbFiles
CG				S:\XedioMedia\CGTemplateFiles\	CGTemplateFiles
CEDevicesTab_XSTORE70...		127.0.0.1			

## The Windows Directories have Already been Created

To create a media server, proceed as follows:

1. Right-click in the Media Server window and select **New Media Server** in the contextual menu. The Storage Server page of the creation wizard opens.
2. Fill in the **Main Address** and the **Backup Address** fields.
3. Select the **Share names already configured** option.
4. If no SAN direct access is used, do not select the **SAN access needed** option.

If a SAN direct access is needed, select the **SAN access needed** option and enter a letter in the **Drive Letter** field. Then, the machine requiring a direct access to the SAN will use this drive letter and see the media server as if it was on the same machine.

5. Click **Next**.

The 2<sup>nd</sup> page of the wizard, Storage Server - Folders & Shares List, lists all the possible types of directories.

6. Select the types of directories to be used for the storage

The folder name is automatically filled in.

7. In the Share Name column, enter the name of the share to be used.

8. Click **Next**.

9. In the 3<sup>rd</sup> page of the wizard, Storage Server - General Information, enter a name for the media server in the **Label** field.

10. Click **Finish**.

The tree structure of the media server is displayed.



## 5.2.3. Contextual Menus

A contextual menu is available when you select a media server in the list and then right-click:

Menu Item	Description
<b>New Media Server</b>	Adds a media server storage: displays the folders present in the path selected for use as media server.
<b>Rename Media Server</b>	Allows to update the media server label.
<b>Delete Media Server</b>	Deletes the media server view in the Media Servers window.
<b>Modify Media Server Description</b>	Opens the Media Server Modification window allowing to update the label or description of the media server.
<b>Create Directories</b>	Used to create directories for the selected media server. Only available when all the types of directories have not been created on the selected media server.
<b>Media File Cleaner</b>	Opens the Media File Cleaner window. See section "Media File Cleaner" on page 129 for more information.

A contextual menu is available when you select a folder in the list and then right-click:

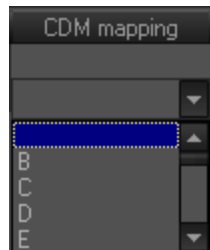
Menu Item	Description
<b>New Media Server</b>	Adds a media server storage: displays the folders present in the path selected for use as media server.
<b>Default "Folder Name Files" Directory</b>	Sets the selected folder as default folder for the type of files (bitmaps, video files, thumbnails etc...). The folder icon is then green. This is only necessary when multiple storage servers are created in the system. This tells the system to use a specific storage server for some files and another server for other files. The Default folders may be changed at any time without losing previously stored material. Example: for the HIRES folder, the option is <b>Default "HiResFiles" Directory</b> and sets the HIRES folder as default for the hi-res files.
<b>Delete Media Directory</b>	Removes the media folder from the Media Servers window.
<b>Collect Media</b>	Displays the list of media present in the selected folder.
<b>Media File Cleaner</b>	Opens the Media File Cleaner window. See section "Media File Cleaner" on page 129 for more information.

## 5.2.4. Setting the CDM Encoder Mapped Drive

The physical encoder is usually configured to store the encoded files on a specific mapped drive, usually called “G” or “H”. This mapped drive letter also has to be stored in the database in the **CDM Mapping** column.

To set or change the encoder mapped drive, proceed as follows:

1. In the Medias Servers window, double-click a black cell in the **CDM mapping** column.



2. Select the requested CDM mapped drive from the drop-down list.

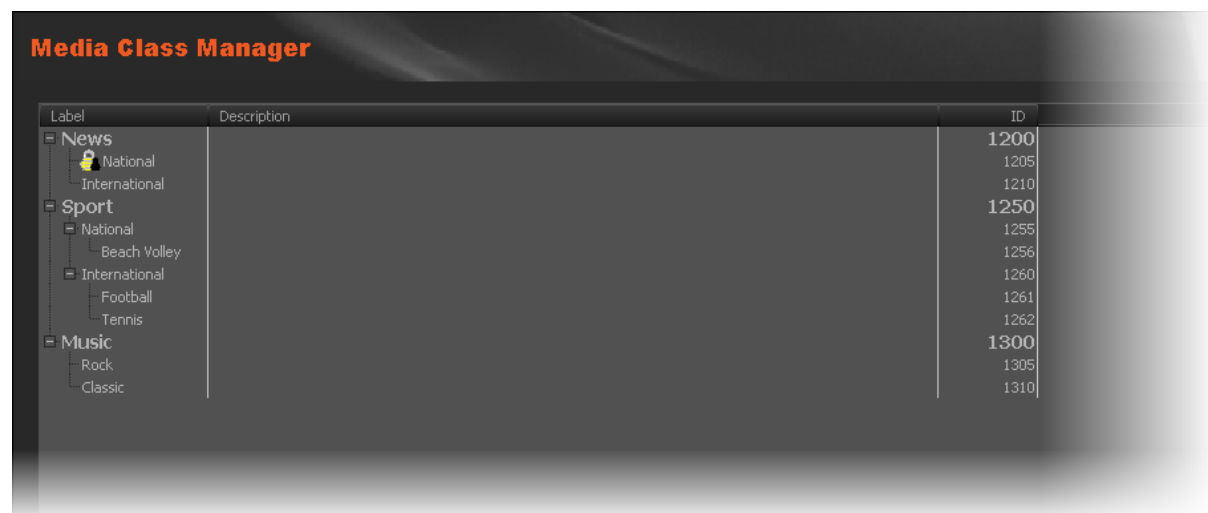
The encoder mapped drive has been set or changed.

## 5.3. Class Manager

### 5.3.1. Introduction

The Class Manager tool is used to define and manage the ClassList. Classes categorize the media and the virtual media. They are mainly used in the database lists from the Xedio Suite to perform search on media. Media are assigned to classes through the Xedio applications such as Xedio Ingest Organizer, Xedio Importer, Xedio AutoFile Importer or Xedio Browse applications.

When you click the **Class Manager** button, the Media Class Manager window is displayed in the Work area, allowing you to create new media classes and sub-classes.



## 5.3.2. Possible Actions with Contextual Menus

A contextual menu is available when no class is selected and you right-click in the Media Class Manager window.

Menu Item	Description
<b>New Root</b>	Creates a new class of media.

A contextual menu is available when you select a Class in the list and then right-click:

Menu Item	Description
<b>New Root</b>	Creates a new class of media.
<b>New Child</b>	Creates a new sub-class of media.
<b>Rename</b>	Allows to rename the selected class or sub-class.
<b>Modify</b>	Opens the Modify Class window allowing to update the label or description of the selected class or sub-class.
<b>Delete</b>	Deletes the selected class or sub-class.
<b>Hidden State</b>	Hides/Unhides the selected class or sub-class so users cannot/can use it.

## 5.4. Media Importer

### 5.4.1. Purpose

In Xedio, the Media Importer tool offers a way of acquiring media files for use within the system. Authorized users may import, into the Xedio database, media that have already been recorded and are in a file format that can be used by Xedio. P2, XDCAM and XDCAM EX, music, graphics or existing mpeg and dv files are some examples.

Once the files are imported and set to "Publish", they become available in the Media Manager.

The Media Importer tool is available as:

- a separate application: Xedio Importer
- a module built in CleanEdit, and available in the Media Importer tab.
- a module built in Xedio Manager, and available in the Media category.

**Note**

The color of some user interface elements may vary with the Xedio skin installed.

## 5.4.2. Importable Media

When you click the **Media Importer** button, the Media Importer window is displayed in the Work area.

**NEW !**

Different tabs can be displayed, provided that they have been selected from Xedio Manager: **Softwares > Parameter Profiles**.

They are used to set the parameters for the different types of media which can be imported into the system:

- **XDCAM, XDCAMEX, P2 and CANON tabs:** to import media files recorded on Sony XDCAM and XDCAMEX, Panasonic P2 and CANON cameras
- **Video/Audio/Stills tab:** to import media files, images or audio files
- **RTD tab:** to import video containing transitions

Refer to the Xedio Importer user manual for a comprehensive description of the tabs and fields.

## 5.5. RTD Manager

### 5.5.1. Introduction

When you click the **RTD Manager** button, the RTD Manager window is displayed in the Work area, allowing you to import or manage the transition sequences. The list displays the available effects stored in the system.



### 5.5.2. Possible Actions with Contextual Menus

A contextual menu is available when no RTD is selected and you right-click in the RTD Manager window.

Menu Item	Description
<b>Import</b>	Imports a transition effect.

A contextual menu is available when you select a RTD in the list and then right-click:

Menu Item	Description
<b>Import</b>	Imports a transition effect.
<b>Preview</b>	Allows to preview the selected transition effect.
<b>Edit</b>	Opens the Update RTD Label window allowing to update the label or description of the selected effect.
<b>Delete</b>	Deletes the selected effect from the database. It can <b>only</b> be removed if it is not already used in an edit, otherwise, an error message will occur.
<b>Video Standard</b>	Allows to select a video standard among PAL SD, NTSC drop SD, HD 1080i @50, HD 720p @50, HD 1080i @59,94, HD 720p @59,94, HD 1080p @50, HD 1080p @59,94.
<b>Used by</b>	Opens a window to show in which projects the selected media is used in:

## 5.6. Media Manager

### 5.6.1. Introduction

The Media Manager tool is designed to give an overview of the database content, to edit some media properties and to delete media files from the database and from the storage server(s). Different search tools can be applied to the database content to help users to find specific media.



#### Note

Only items that are not used (not locked) in any user project and not used to create virtual media and/or clip can be deleted; otherwise, an error message will occur.

The media items displayed in the Media Manager window are all the media items corresponding to the filters or search tools applied.

When you click the **Media > Manager** button, the Media Manager window is displayed in the Work area.

Class	Media Category	Label	Thumbnail In	Thumbnail Out	Description	Creation Date	Modification Date
Undefined		Athletisme_C00040_14h05				24-09-2009 14:05:20	14-10-2011 15:57
Undefined		Athletisme_C00050_14h05				24-09-2009 14:05:20	14-10-2011 15:57
Undefined		Athletisme_C00060_14h05				24-09-2009 14:05:20	14-10-2011 15:57
Undefined		Athletisme_C00070_14h05				24-09-2009 14:05:21	14-10-2011 15:57
Undefined		Athletisme_C00080_14h05				24-09-2009 14:05:21	14-10-2011 15:57
Undefined		Athletisme_C00090_14h05				24-09-2009 14:05:21	14-10-2011 15:57
Undefined		Athletisme_C00100_14h05				24-09-2009 14:05:21	14-10-2011 15:57
Undefined		Athletisme_C00110_14h05				24-09-2009 14:05:21	14-10-2011 15:57

The upper part of the Work area gives access to the different filters which can be applied to the media list.

At least two tabs exist on the left of the Media Manager window.

- The Filter 0 tab: The element grid displays the list of all media present in the database, or it returns the result of a search applied to the list.
- The Today tab: the element grid shown the media with "creation date = today".

Additional tabs are displayed when the users have saved filters applied to the database. See section "Using Saved Filters" on page 50 for more details.

Media items are displayed in columns.

## 5.6.2. Elements Grid

### Sorting the Elements in the Grid

You can change the sort order of elements in the grid by clicking the column header for the parameter according to which you want to sort the elements.

The blue arrow indicates the sorting order. Clicking the column header again changes the sorting order from ascending to descending or vice versa.

### Organizing Columns

#### Resizing Columns

A column can be resized by using the mouse pointer over columns intersection and dragging it to the right or to the left.

#### Selecting Columns to Display

To select the columns to display in the grid, proceed as follows:

1. Right-click the column header area.  
A menu is displayed.
2. Select **Choose Displayed Columns**.  
The Select Visible Columns window opens and shows the list of columns in the current order.
3. To select the column(s) you wish to add to the view, do one of the following:
  - in the left pane, double-click the column(s) you wish to add to the view
  - select them in the left pane and click the **Add** button
4. To select the column(s) you wish to remove from the view, do one of the following:
  - on the right pane, double-click the column(s) you wish to remove from the view
  - select them on the right pane and click the left arrow
5. Click **OK**.

## Ordering Columns

To change the columns order, proceed in one of the following ways:

1. Select a column header
2. Drag it to the left or right to the required place.

A vertical line shows the place where the column will be dropped.

OR

1. Right-click a column header.

A menu is displayed.

2. Select **Choose Displayed Columns**.

The Select Visible Columns window opens and shows the list of columns in the current order.

3. Select the column name(s) from the Selected pane.
4. Click the appropriate button:
  - Up: moves the item(s) before the previous one
  - Down: moves the item(s) after the next one
5. Click **OK**.

## Element Contextual Menu

A contextual menu with the following options is available when you right-click an item in the list. The options may differ according to the element selected.

### Published State

Allows the selection of a sub-menu to change the publish state of the media between **Published** and **Not Published**. A published media will be displayed in the database lists of all the software and thus available for use.

### Treated State

Allows the selection of a sub-menu to change the treated state of the media between **Treated** and **Not Treated**. A media can be set as treated when virtual media have been created from this media in Xedio Browse.

### Deleted State

- **Deleted** deletes the media from the list, but not from the database.
- **Not Deleted** removes the Deleted mark for the selected project or edit.

### Video Standard

Allows to change the metadata for the media. This only affects the flag in the metadata and does not affect the media (to allow for a correction in the data only).

### Video Ratio

Allows to change the metadata for the media between 4/3, 16/9, and unknown. This only affects the flag in the metadata and does not affect the media (to allow for a correction in the data only).

### Media File(s) Status

Allows the selection of sub-menu to change the status of the low bitrate file or the high bitrate file between **Rec Done**, **Imported**, **Rec Error**, **Archived**, **ArchiDel**, **Restored**,



**Deleted and Imported Error.****Set Audio Track Assignment**

Allows to set or update the audio track assignment for selected media (8 audio or 5.1).

This is only allowed with media not already used See section "How to Define New Default Audio Channel Assignment" on page 95 for explanation.

**Delete Media & Purge**

Allows the user to remove unused media from the media server while deleting the media from the database.

See section "Delete and Purge" on page 41.

**Force Delete**

Deletes a media with all the references of its use in the database. If it is used in an edit, this will cause "holes" in the edit. This option must be used very cautiously.

**Play**

Opens a new Player window to allow the low bitrate file or the high bitrate file to be browsed and modified.

**Render List**

Opens the Render List window listing all types of rendering that have been done with the .

**Archive History**

Opens the Archive History window listing the archive and restore processes that were achieved for the selected .

**Properties**

Opens the Media Properties window which shows the properties for the selected media. If a default metadata profile has been defined for the media, a metadata tab is displayed and shows the media metadata. The users can modify the media metadata values.

See section "Media Profile Association" on page 58 for more information on the selection of a profile.

**Media Analyzer**

Opens a Timecode Extractor window showing an analysis of the selected file.

**MOS Publication**

Allows to send a notification to the news room system.

**Merge**

This option is used to associate a lo-res media to a hi-res media.

Opens the Get Lowres File window allowing you to browse for the lo-res file.

**Generate Low Resolution Media File**

Generates missing lo-res media file from the hi-res media file. See section "Generate Low Resolution Media Files" on page 40.

**Retrim**

In case the TC IN or TC OUT of a media hi-res and lo-res files differ, this option will automatically adjust both files to the same TC range.

**Relink**

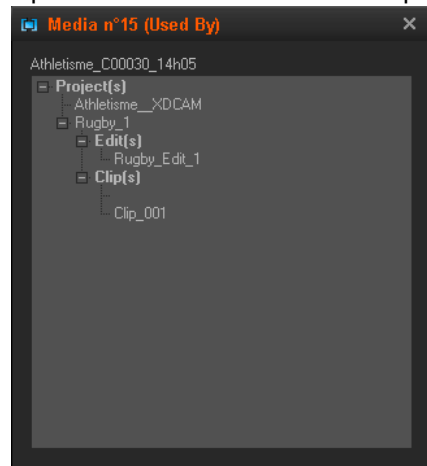
Allows to link the file to a low bitrate or a high bitrate media file.

**Create Missing Thumbnails**

This option creates thumbnails in the Thumbnail IN and Thumbnail OUT columns of the Work area.

### Used By

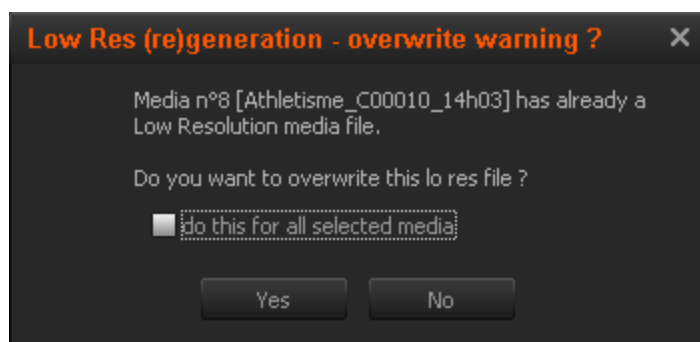
Opens a window to show in which projects and edits the selected media is used in:



## Generate Low Resolution Media Files

When several files are selected from the list and you select the **Generate Low Resolution Media File** option, several cases can occur.

1. Some hi-res files are not present on the Media server (they could be offline or ARCHIDEL)  
A popup window is displayed and lists those missing files. You are asked whether you want to continue.
  - Click **YES** to generate only lo-res files corresponding to existing hi-res files
  - Click **NO** to cancel the operation.
2. The hi-res files are online and at least one lo-res file already exists on the Media server or is "ARCHIDEL".  
A popup window is displayed and mentions that existing file. You are asked whether you want to overwrite this lo-res file.



- Click **YES** to overwrite the existing lo-res file.  
If the **Do this for all selected media** option is selected, the check will not be applied on the other files and all the existing lo-res files will be generated.
- Click **NO** to avoid the replacement of existing lo-res files.  
If the **Do this for all selected media** option is selected, the check will not be applied on the other files and only the offline lo-res files will be generated.



3. The hi-res files are online and at least one lo-res file is in use.

A popup window is displayed and mentions the file in use. You are asked whether you want to continue.

- Click **YES** to generate only lo-res files not in use.
- Click **NO** to cancel the operation.

### 5.6.3. Delete and Purge

The **Delete Media(s) & Purge** function allows the user to remove unused media from the media server while deleting the media from the database.

There are four options available when using this function:

1. Delete database references: removes entries from the database only
2. Delete database references AND media files from online (e.g. XT[2]) or nearline (e.g. SAN, XStore) storage: removes entries from the database and from the media server
3. Delete database references AND media files from offline/deep archive (e.g. Tape library, ftp archive): removes entries from the database and from the archive storage
4. Delete database references AND media files from online/nearline storage AND media files from offline/deep archive: removes entries from the database, from the media server and from the archive storage

The media will be removed only if they are not used in other edits or in other playlists (either the media itself or through attached virtual media or virtual clips).

Additionally, all associated material such as virtual media and virtual clips that are used in the edit(s) or playlist(s) selected for deletion will be removed from the database.

See section "Media File Cleaner" on page 129 for more powerful media delete and purge options

## 5.7. Searching for Elements in the List

### 5.7.1. Introduction

When the database contains large amounts of data, it may become difficult to find a specific element. The Media Manager offers several ways to speed up your search:

- quick text search
- filters on parameters

By default, the columns that are taken into consideration for the Quick Text Search are the ones currently visible in the grid.

If you wish to search in other columns, and view the string you are searching for in the columns, you can:

- add other columns to the Elements grid view
- use Filters, as explained in section "Advanced Search" on page 43.

These search tools are explained in detail below.

An applied filter can be saved for later use. Such a saved filter can then be applied in one click.

A search can also be facilitated by ordering the Elements grid.

## 5.7.2. Quick Text Search

### Purpose and Context of Use


The Quick Text Search function is used to perform a search based on free text entered in the **Quick Text Search** field. This field is available on the top of the Elements grid.



It allows searching for a string in the displayed columns.

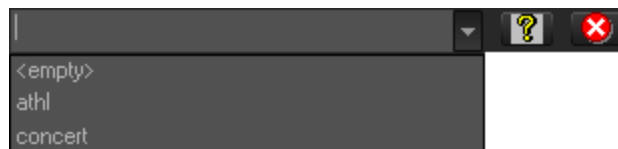
Users can enter a search string in one of the following ways.

- They enter the search string in full in the **Quick Text Search** field.


The Quick Text Search option obeys specific rules which can be accessed via the **Help** button  next to the **Quick Text Search** field.

See section "Quick Text Search Rules" on page 42 for more details on these rules.

- They click the arrow next to the **Quick Text Search** field, so the last 10 searches are displayed, and they select one of them.



### Quick Text Search Rules

The string that you enter in the **Quick Text Search** field is analyzed according to the following set of rules, which can be accessed via the **Help** button  next to the **Quick Text Search** field.



The free text search is not a case sensitive operation.

Search String	Search Result
<b>Yellow card</b>	Searches for the strings "yellow" <b>and</b> "card", even if in two different fields (columns), for example "yellow" in Name and "card" in Keywords. For example a clip named "The Yellow Man" with keywords "Red Card" will be found, since it has yellow and card in 2 different fields.
<b>"Yellow card"</b>	Searches for strings containing "Yellow card".

Search String	Search Result
<b>Yellow   card</b>	Searches for "yellow" <b>or</b> "card", even if in two different fields (columns), for example "yellow" in Name or "card" in Keywords. Spaces around the   sign are mandatory.
<b>yell*</b>	Searches for "yell" at the beginning of a string.
<b>*low</b>	Searches for "low" at the end of a string.
<b>Ye*low</b>	Searches for strings with "ye" at the beginning and "low" at the end.
<b>Ye*low 123</b>	Searches for strings with "ye" at the beginning and "low" at the end and which contains "123".
<b>=card</b>	Searches for a string exactly equals to "card". For example, if a field contains "yellow card", the <b>=card</b> condition will not return any result.
<b>= "yellow card"</b>	Searches for a string exactly equals to "yellow card". The use of quotes is required due to the space between "yellow" and "card".

## How to Perform a Quick Text Search

To perform a Quick Text search, proceed as follows:

1. Display the columns you wish to perform a quick search on.
2. Type a search string in the **Quick Text Search** field, based on Quick Text search rules available from the **Help** button  and detailed in section "Quick Text Search Rules" on page 42.
3. Click the **Search** button to apply the Quick Text Search.  
Depending on whether the **AutoRefresh Filtering** setting is selected or not, you may not have to click the **Search** button to apply the Quick Text Search. Refer to the tab Software > Parameter Profiles > General > General in Xedio Manager.  
The search result is displayed in the grid.
4. To clear the applied Quick Text Search, click the red  button to the right of the search field or select **<empty>** from the **Quick Text Search** drop-down list.

### 5.7.3. Advanced Search

#### Purpose and Context of Use

The Advanced Search functions are available for more detailed search operations. They allow searches on media metadata.


From the Today tab, the filter "creation date = today" is automatically applied.

The Advanced Search fields can be displayed on the top left part of the Elements grid.

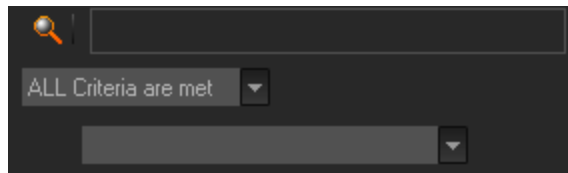
## Advanced Search Fields Display

### Displaying Advanced Search Fields



#### Show/Hide Filter Button

To display the Advanced Search fields, click the **Show/Hide Filter** button  above the grid.

The Advanced Search area is expanded as follows:



The **Show/Hide Filter** button can be displayed with two different colors:

Button Display	Meaning
 (gray)	The <b>Show/Hide Filter</b> button is gray when all filter criteria are hidden. Consequently, the filters are inactive.
 (colored)	The <b>Show/Hide Filter</b> button is colored when the Advanced Search area is visible, even if no filtering criterion is applied.

#### Criteria Combination Field

The first field under the **Show/Hide Filter** button lists three options for the combination of criteria to be taken into account during the filtering operation.



Option	Meaning
<b>ALL criteria are met</b>	All the criteria selected in the <b>Filter</b> fields displayed under the <b>Criteria Combination</b> field must be met. The media displayed in the Elements grid fulfill all the selected filter criteria.
<b>ANY criteria is met</b>	At least one of the criteria selected in the <b>Filter</b> fields must be met. The media displayed in the Elements grid fulfill at least one of the selected filter criteria.

Option	Meaning
<b>NO criteria is met</b>	None of the criteria selected in the <b>Filter</b> fields displayed under the <b>Criteria Combination</b> field must be met. The media displayed in the Elements grid fulfill none of the selected filter criteria.

## Search Parameters List



The second field gives access to the list of available advanced search parameters. Click the arrow next to the field to display the list.

Users are then able to add as many search fields as needed and to enter search criteria for each of them.

## Advanced Search Fields

Once a search parameter has been selected, an entire line is displayed.



Interface Element	Description
1	Selected search parameter.
2	Various fields used to enter the filter criteria. See section "Advanced Search Fields Types" on page 46.
	Used to remove the corresponding filter line.
	Used to add a new filter line.

## Hiding Advanced Search Fields

To hide all the Advanced Search fields, click the **Show/Hide Filter** button again. Consequently, all the applied filters are removed.

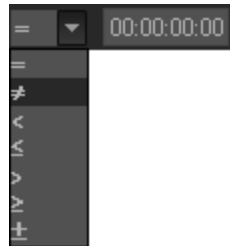
To remove an Advanced Search field from the Advanced Search area and thus clear the corresponding applied filter, click the  button next to the field.

## Advanced Search Fields Types

Depending on the selected search parameter, different types of advanced search fields will be displayed and available to enter criteria.

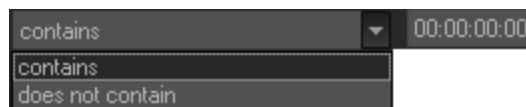
### Timecode or Duration Parameter

Such as TC IN, TC OUT, Duration...



1. Select a logical operator in the first field
2. Enter a timecode or duration value in the second field.

### Timecode Range



1. Select an option from the first field
2. Enter a timecode value.

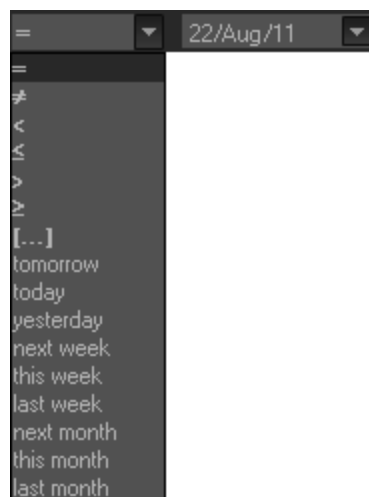
This will include, or exclude, media containing the specified timecode value.

### Date

Such as Creation Date

Several Date Search filters exist.

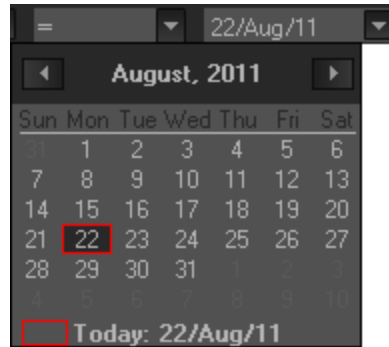
1. Select a condition or a logical operator in the first field





2. This will condition the next step:

- Search based on a specific date (e.g. with =...): a calendar will be displayed for the selection of a date.



- Search based on an interval (e.g. with [...] (between)...): two calendars are displayed for the selection of two dates.



- Search based on a specific date calculated from the current date (e.g. with **tomorrow**, **last month**,...): no other field appears.

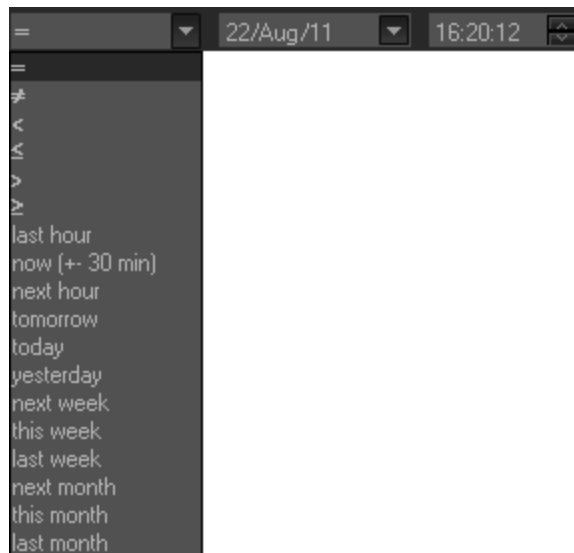


## Time

Such as Last Rendered Date Time

Several Date Search filters exist.

1. Select a condition or a logical operator in the first field



2. This will condition the next step:

- Search based on a specific date and time (e.g. with =...): two additional fields will be displayed, a calendar for the selection of a date and drop-down list for the selection of time.
- Search based on a specific date and time calculated from the current date and time (e.g. with **next hour**, **last month**,...): no other field appears.

## Number

Such as DB Id

1. Select a logical operator in the first field
2. Enter a number in the second field.




### Note

<> means "differs from".

## Option List

Such as Video Standard

1. Select a logical operator in the first field

2. Click the  button to display the list of options available for the selected filter parameter.

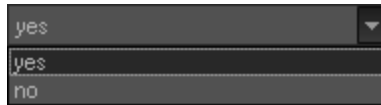
Example for the Video Standard:

3. Select an option from the list.

## Boolean

Such as Published

- Select Yes or No from the single criteria field.



## Free Text


Such as Label



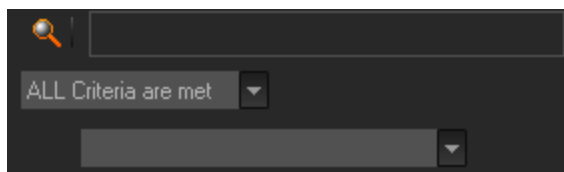
- Select a condition in the first field.
- Enter free text in the second field.

## How to Perform an Advanced Search

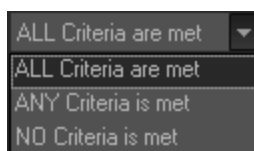
To enter search values in the Advanced Search fields, proceed as follows:

- Choose the columns you wish to perform a search on.
- Click the **Show/Hide Filter** button 

The Advanced Search area is displayed:

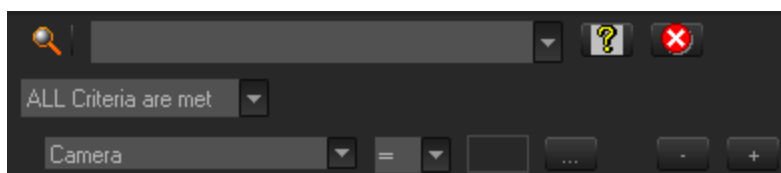


- Select a criteria combination from the list:



- Select a search parameter from the list of parameters.


An entire line, corresponding to the selected filter parameter, is displayed:



5. Enter filter criteria as explained in section "Advanced Search Fields Types" on page 46.

For free text fields, press **ENTER** to apply the filter.

Otherwise, the Elements grid is automatically filtered and refreshed.

6. If required, click the  button to add another advanced search parameter.

## 5.7.4. Using Saved Filters

### Introduction

Once you have defined filters and search terms, you may want to save them for later use. You will then be able to apply the same set of filters with a single click.

Saved filters appear as tabs.

At least two tabs exist on the left of the Elements grid.

- The Filter 0 tab: The Elements grid displays the list of all elements present in Xedio Dispatcher, or it returns the result of a search applied to the list.
- The Today tab: the Elements grid shows the elements with "creation date = today".



#### Warning

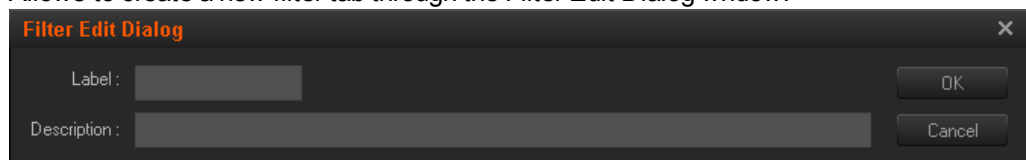
Those filters can be modified by the user, so the results could no longer reflect the tab label.

### Saved Filter Contextual Menu

Right-clicking in the Filter 0 tab displays a contextual menu with the following options:

#### Create New Filter

Allows to create a new filter tab through the Filter Edit Dialog window:



#### Save Filter As

Allows to create a new filter tab in which the current search filter will be saved.

#### Filter Properties

Allows to change the name and/or description of the selected filter tab.

#### Reset Filter

Removes all search criteria on the selected filter tab.

#### Delete Filter

Removes the filter tab.

## How to Save Filters

To save filters, proceed as follows:

1. Define the filter or filters combination you wish to save, as explained in section "How to Perform an Advanced Search" on page 49.
2. Right-click the Filter 0 tab.
3. Select **Save Filter As** from the contextual menu.  
The Filter Edit Dialog box opens.
4. Enter a label for the tab you are going to create and, if required, enter a description.
5. Click **OK**.

The new filter tab is displayed on the left of the list.

## How to Apply a Saved Filter

To apply a saved filter, simply click the corresponding tab.

## 6. Metadata

### 6.1. Introduction

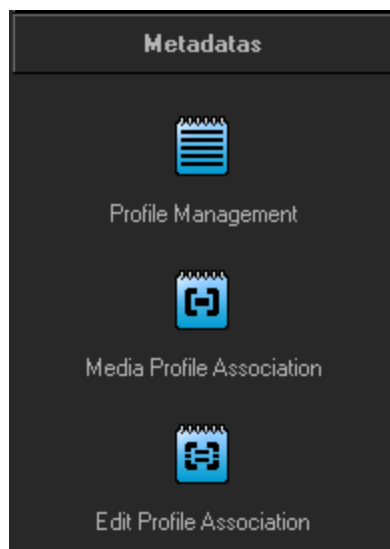
Metadata is customer-defined data used to describe or classify A/V material.

A metadata profile is made of a set of user fields which are managed together.

Metadata user fields are created and associated into metadata profiles within Xedio Manager, or they can be imported into the system in the form of an .XML file.

A metadata profile can be associated with various items such as media or edits and, then, metadata values can be attributed to the item by entering specific values in the user fields.

Three items are available in the Metadata category. They are detailed in the table below.



Item	Description
<b>Profile Management</b>	Manages the creation of metadata fields and their association into metadata profiles.
<b>Media Profile Association</b>	Allows the selection of metadata profiles to be available for association with media.
<b>Edit Profile Association</b>	Allows the selection of metadata profiles to be available for association with an edit.

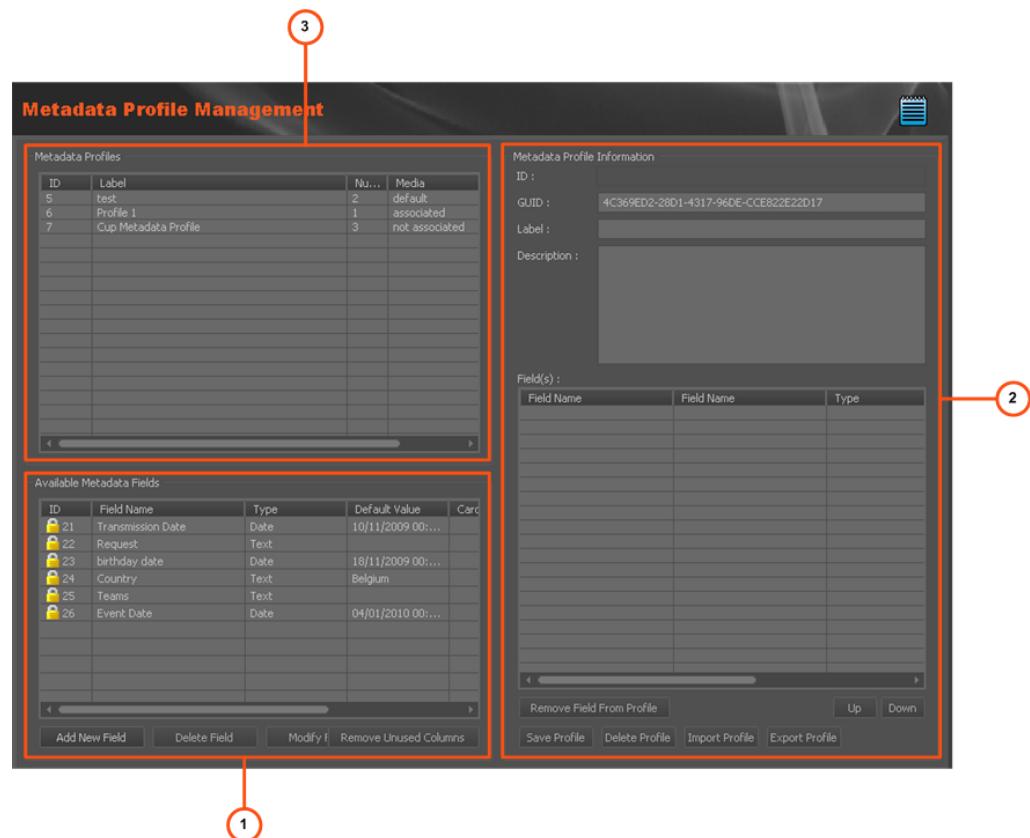
## 6.2. Profile Management

### 6.2.1. Overview of the Profile Management Window

## Illustration

The Metadata Profiles window allows you to define user fields and to associate them into profiles. You can access it by clicking the **Profile Management** button.

It contains the areas highlighted on the screenshot below:



## Area Description

The table below describes the various parts of the Metadata Profiles window:

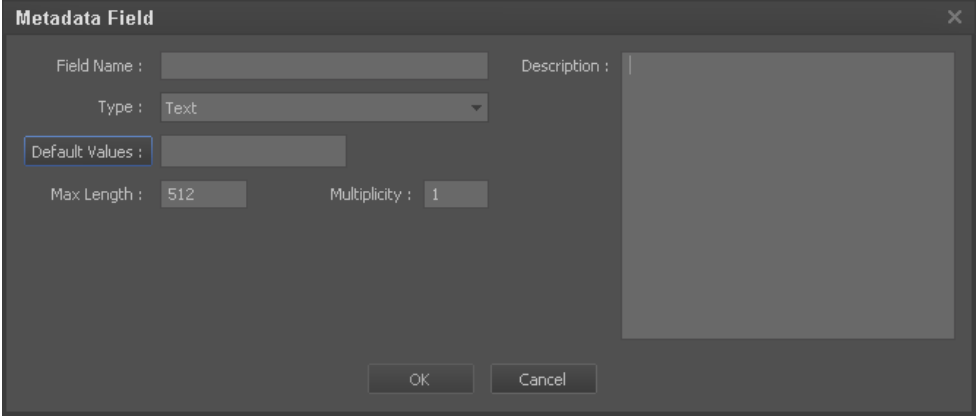
Part	Name	Description
1.	Available Metadata Fields	This pane is used to manage the metadata fields. It displays the list of existing metadata fields. See section "Managing User Fields" on page 54.
2.	Metadata Profile Information	This pane is used to create, import or export metadata profiles. See section "Managing Metadata Profiles" on page 56.
3.	Existing Metadata Profiles	This pane displays the list of existing metadata profiles.

## 6.2.2. Managing User Fields

### How to Create User Fields

1. Click the **Add New Field** button in the Available Metadata Fields area.

The Metadata Field dialog box opens:



The screenshot shows the 'Metadata Field' dialog box. It has a title bar with the text 'Metadata Field' and a close button (X). The dialog contains the following fields and controls:

- Field Name :** A text input field.
- Type :** A dropdown menu currently set to 'Text'.
- Default Values :** A text input field.
- Max Length :** A text input field showing the value '512'.
- Multiplicity :** A text input field showing the value '1'.
- Description :** A large text area on the right side of the dialog.
- Buttons:** 'OK' and 'Cancel' buttons at the bottom center.



2. Complete the following fields:

Field	Description
<b>Field Name</b>	Name you want to give to the user field.
<b>Type</b>	<p>Six types of user fields are available. They will appear as follows in Xedio CleanEdit:</p> <ul style="list-style-type: none"> <li>• <b>Boolean</b>: True or False values.</li> <li>• <b>Date</b>: Date field with drop-down arrow giving access to a calendar.</li> <li>• <b>Text</b>: Free text field</li> <li>• <b>Combo</b>: Drop-down list of values defined at creation</li> <li>• <b>Number</b>: Number field with up and down arrows to increase or decrease the value.</li> <li>• <b>Timecode</b>: Timecode field</li> </ul>
<b>Default Values</b>	Possibility to define a default value to be used for the user field. The default value is enabled when the <b>Default Values</b> button is surrounded by a red line.
<b>Description</b>	Optional text to describe the user field.
<b>Field Values (combo option)</b>	Right-click in the field and select <b>New</b> to define a value for the drop-down list.

3. Click the **OK** button.

The user field is listed in the Available Metadata fields pane.

## How to Modify a User Field

1. Select it in the list.
2. Click the **Modify Field** button.
3. Enter new values in the relevant fields.
4. Click the **OK** button.

If the user field is used in a profile, only the **Label** and the **Description** fields can be edited.



### Note

A closed padlock icon displayed next to a user field means that the corresponding metadata profile has been selected from the Media Metadata Profile Table Association window or from the Edit Metadata Profile Table Association window.

## How to Delete a User Field

1. Select it in the list.
2. Click the **Delete Field** button.

It can only be deleted if it is not used in a profile.

## 6.2.3. Managing Metadata Profiles

### Creating a Metadata Profile

#### How to Create a Metadata Profile

1. Complete the following fields in the Metadata Profile Information area:

Field	Description
<b>ID</b>	Internal ID automatically filled by the system.
<b>GUID</b>	Mandatory parameter pre-filled with a unique ID. This GUID is particularly important if the media/edit is exported with its custom metadata to IPDirector. Enter the same GUID for this metadata profile in Xedio Manager as the matching metadata profile existing in IPDirector, so IPDirector will recognize the profile and not create a new one.
<b>Label</b>	Name you give to the profile. Use the log sheet profile name existing in IPDirector if you want to export A/V Material with its metadata in IPDirector.
<b>Description</b>	Optional text to describe the metadata profile.

2. Select the list of user fields you want to use in the profile: select a user field in the Available Metadata Fields area and drag it to the Metadata Profile Information area.
3. Click the **Save Profile** button. The metadata profile will then be displayed in the Metadata Profiles area.

#### How to Modify a Metadata Profile

1. Select it in the Metadata Profiles area
2. Add user fields from the Available Metadata Fields area to the Metadata Profile Information area, or  
select a user field in the Metadata Profile Information area and click the **Remove Field from Profile** button.
3. Click the **Save Profile** button.

It can only be edited if it is not selected for use in the Media or Edit Profile Association.

#### How to Delete a Metadata Profile

1. Select it in the Metadata Profiles area
2. Click the **Delete Profile** button in the Metadata Profile Information area.

It can only be deleted if it is not selected for use in the Media or Edit Profile Association.

## Importing a Metadata Profile

### How to Import a Metadata Profile

To import a metadata profile (.xml file) into Xedio, proceed as follows:

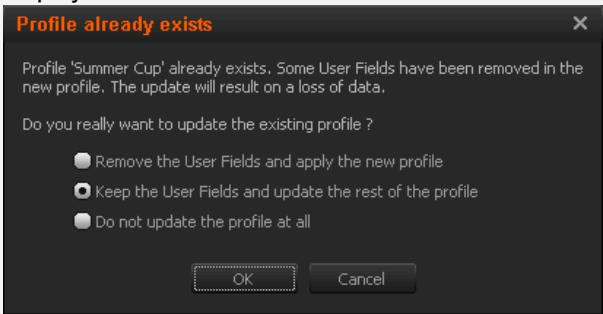
1. Click the **Import** button.
2. Browse to the selected metadata profile file.
3. Click **Open**.

The metadata profile is listed in the Metadata Profiles pane, provided that no metadata profile exists with this GUID or label.

### Limitations to the Import of Metadata Profile

Under certain circumstances, it will not be possible to import a metadata profile, or the profile will be modified.

Users want to import a metadata profile with the same GUID, or the same label if there is no GUID, as an existing profile. Then, the following situations can occur:

Situation	Action
The profile has not been used (it is not assigned to an element).	The existing profile can be updated with the imported profile.
The profile has already been used and the imported profile presents the user fields in a different order.	The existing profile can be updated with the imported profile.
The profile has already been used and the imported profile presents additional user fields.	The existing profile can be updated with the imported profile.
The profile has already been used and some user fields do not exist in the imported profile.	<p>Users have 3 options. The following message is displayed:</p> 

## 6.3. Media Profile Association

The Media Metadata Profile Table Association window allows you to select the profiles you want to make available for media.

You can access it by clicking the **Media Profile Association** button.

**Media Metadatas Profile Table Association**

Description :

Available :

Cup Metadata Profile

Selected :

Profile 1  
test

Add >>

<< Remove

Default Profile : test

Save

The following fields are displayed in the window:

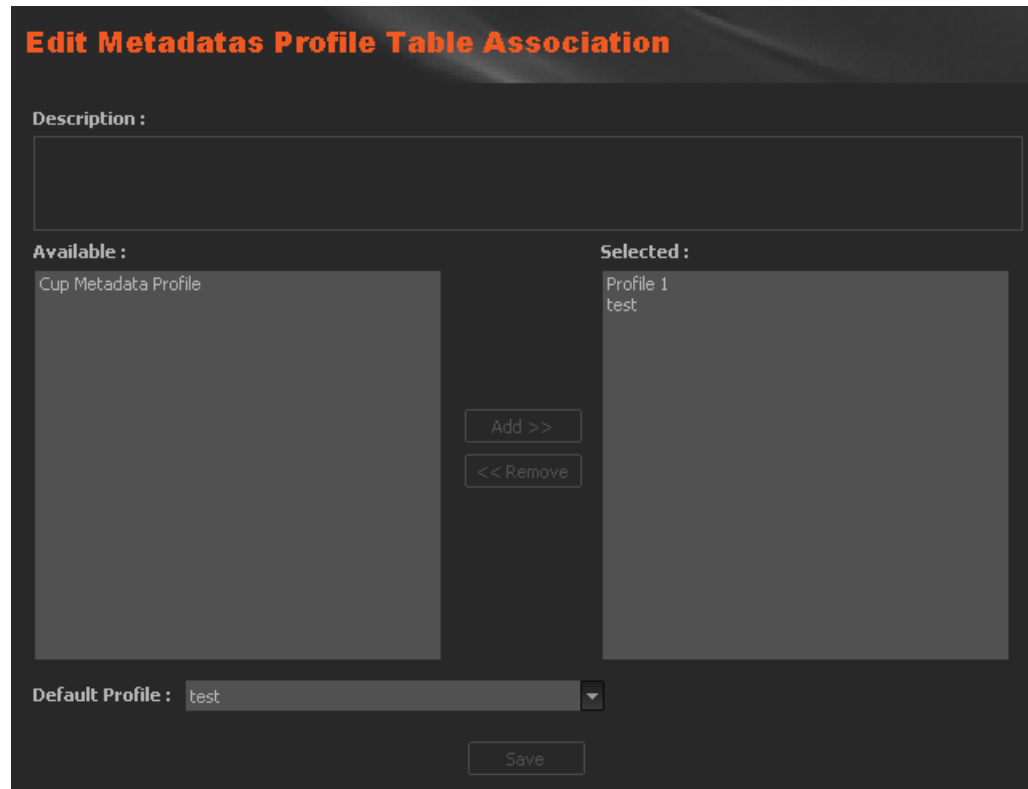
Field	Description
<b>Description</b>	Automatically filled by the system for the selected profile with the description text entered at profile creation.
<b>Available</b>	Displays the list of existing profiles available for selection.
<b>Selected</b>	Displays the list of profiles which have been selected in the Available list and added thanks to the <b>Add</b> button. Profiles can be removed from the Selected list and be made available in the Available list again by using the <b>Remove</b> button. Each user field from the selected profiles could be displayed in additional column in Media > Manager from the Xedio Manager and in the Media Manager tab from the Xedio CleanEdit.
<b>Default Profile</b>	Allows the selection of a profile, from the list of Selected Profiles, to be used as default profile when a user will associate metadata to a media.

The **Save** button must be clicked to save changes.

## 6.4. Edit Profile Association

The Edit Metadata Profile Table Association window allows you to select the profiles you want to make available for edits.

You can access it by clicking the **Edit Profile Association** button.



The following fields are displayed in the window:

Field	Description
<b>Description</b>	Automatically filled by the system for the selected profile with the description text entered at profile creation.
<b>Available</b>	Displays the list of existing profiles available for selection.
<b>Selected</b>	Displays the list of profiles which have been selected in the Available list and added thanks to the <b>Add</b> button. Profiles can be removed from the Selected list by using the <b>Remove</b> button. Each user field from the selected profiles could be displayed in additional column in Tools > Edits Manager from the Xedio Manager and in the Edit Manager tab from the Xedio CleanEdit.
<b>Default Profile</b>	Allows the selection of a profile, from the list of Selected Profiles, to be used as default profile when a user will associate metadata to an edit.

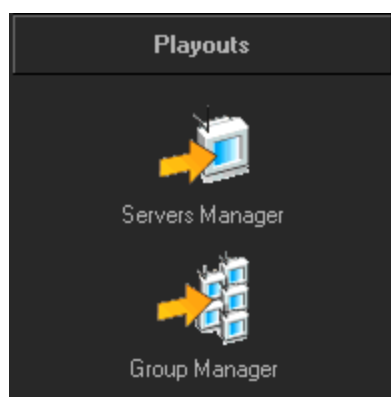
The **Save** button must be clicked to save changes.

## 7. Playouts

### 7.1. Introduction

The servers which will be used for payout must be defined and their parameters must be set in Xedio Manager. They will then be available in the Playout Organizer application.

Two items are available in the Playouts category. They are detailed in the table below.

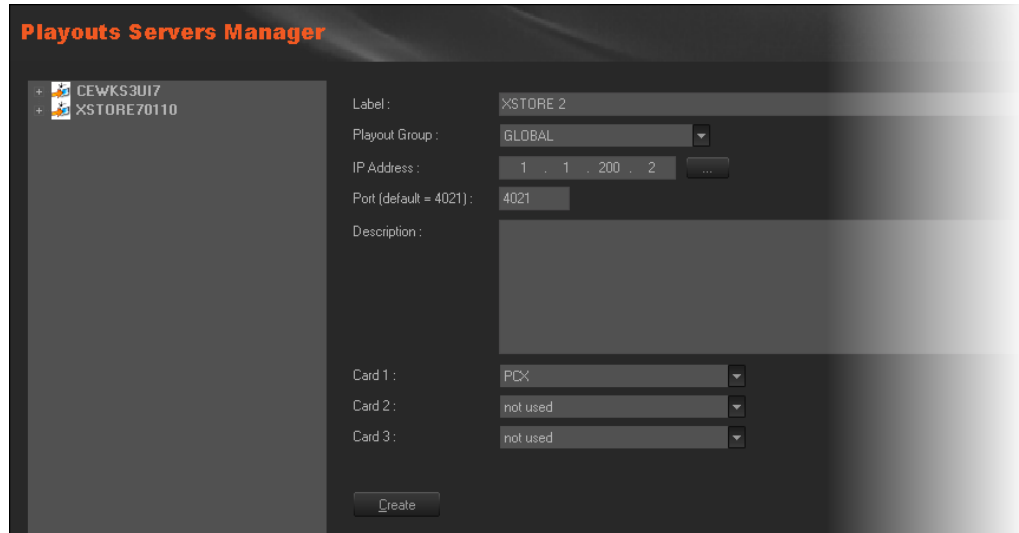


Item	Description
<b>Servers Manager</b>	Defines hardware setup and parameters for each playout server.
<b>Group Manager</b>	Allows to create groups of playout servers that make playout channels visible only from specific Playout Organizer workstations.

## 7.2. Servers Manager

### 7.2.1. Introduction

When you click the **Servers Manager** button, the Playout Servers Manager window is displayed in the Work area, allowing you to define each physical machine to be used for playout.



### 7.2.2. Creating and Configuring a Playout Server

To create and configure a playout server, complete the following fields and then click on the **Create** button.

The playout server name is added to the list on the left side of the window and "PCX" then "Channel 1" appear underneath, which corresponds to the playout channel.

Field	Description
<b>Label</b>	Name you give to the playout server, as it will appear in the list.
<b>Playout Group</b>	List of predefined playout groups. The <b>GLOBAL</b> option makes the playout server available from all Playout Organizer workstations.
<b>IP Address</b>	IP address of the playout server.
<b>Port (default = 4021)</b>	Port used for the playout.
<b>Description</b>	Optional text to describe the playout server.
<b>Card1 / 2 / 3</b>	Type of card used. Several cards could be used but it is not advisable.

## 7.2.3. Modifying the Playout Server Properties

To modify the properties of a playout server, select it in the list, enter new values in the relevant fields, and click the **Update** button.

## 7.2.4. Possible Actions with Contextual Menus

A contextual menu is available when you select a playout server in the list and then right-click:

Menu Item	Description
<b>Duplicate</b>	Creates a new playout server with the same properties. The term "duplicated" is added next to the new playout server name.
<b>Delete</b>	Deletes the playout server configuration and removes it from the list.

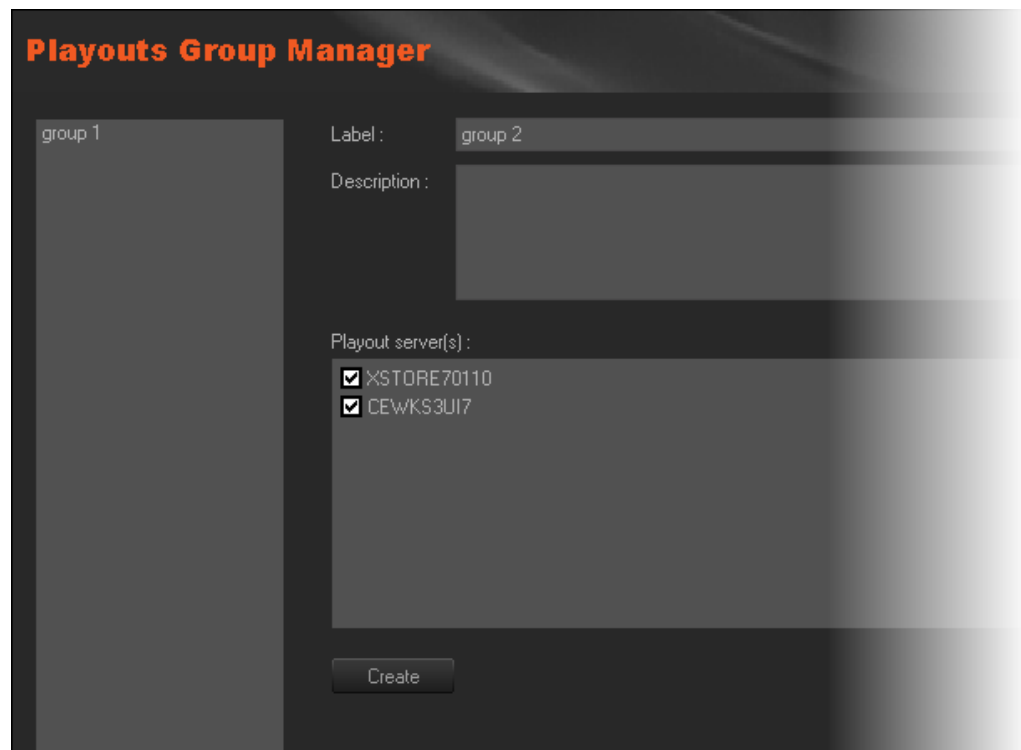


## 7.3. Group Manager

### 7.3.1. Introduction

The Playout Servers may be grouped together through the Group Manager. This can be used to group a main server and a backup server. They can then be made visible only from some predefined Playout Organizer workstations.

When you click the **Group Manager** button, the Playouts Group Manager window is displayed in the Work area.



### 7.3.2. Creating a Group of Playout Servers

To create a group of playout servers, complete the following fields and then click on the **Create** button.

The group name is added to the list on the left side of the window.

Field	Description
<b>Label</b>	Give a name to the group of playout servers.
<b>Description</b>	Optional text to describe the group of playout servers.
<b>Playout Servers</b>	Select the playout servers to group together.

**Note**

A group of playout channels restricts the amount of available channels for specific Playout Organizer workstations. There is one default group, called **GLOBAL**, that allows a Playout Organizer workstation to “see” all channels when it is selected.

---

### 7.3.3. Deleting a Group of Playout Servers

To be able to delete a group of playout servers, you first need to clear the playout servers boxes and click the **Update** button.

Then, right-clicking the group name will show you a contextual menu with the **Delete Group** option.

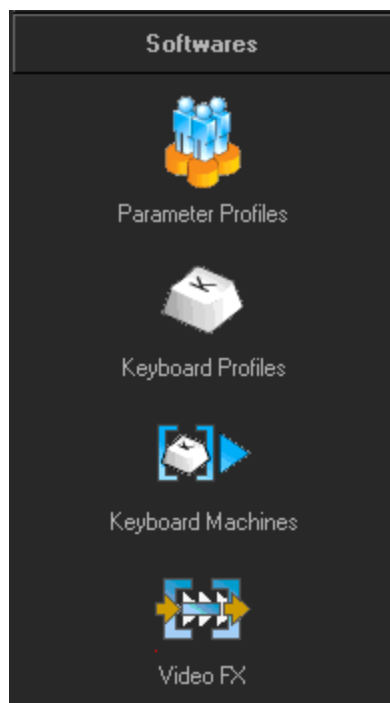
## 8. Softwares

### 8.1. Introduction

The parameters specific to the various applications of the Xedio Suite can be stored into different profiles. These profiles can then be selected for use by users.

Keyboard shortcuts can also be defined and stored into profiles. These profiles are linked to the workstation.

Four items are available in the Softwares category. They are detailed in the table below.



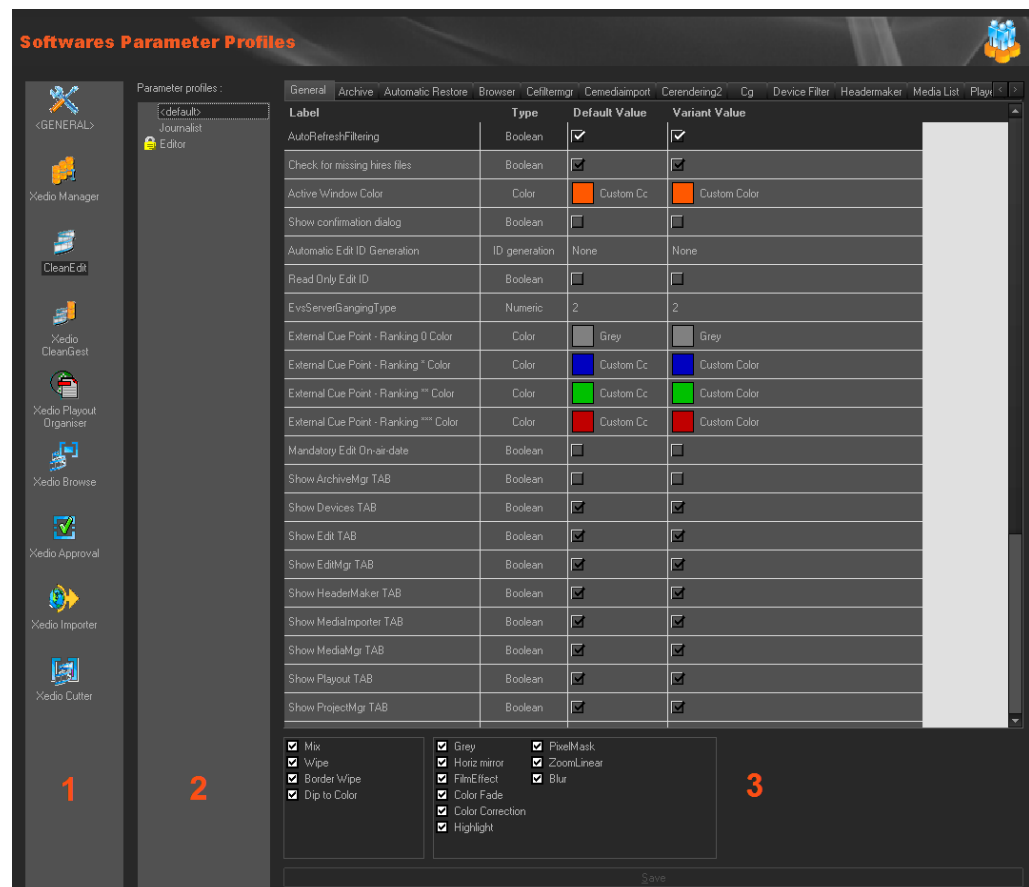
Item	Description
<b>Parameter Profiles</b>	Makes it possible to set and store the software parameters of all applications into profiles.
<b>Keyboard Profiles</b>	Makes it possible to set and store the keyboard key assignments into profiles.
<b>Keyboard Machines</b>	Allows to assign defined keyboard profiles to workstations.
<b>Video FX</b>	Allows to set the name and the default parameters for the transition effects.

## 8.2. Parameter Profiles

### 8.2.1. Introduction

When you click the **Parameter Profiles** button, the Softwares Parameter Profiles window is displayed in the Work area.

The window is divided into three areas:



Part	Name	Description
1	Application Selection area	This area displays the applications icons for which it is possible to manage parameters and profiles.
2	Profile Selection area	This area displays the available profiles that can be managed for the selected application.
3	Parameters area	This area gives the list of parameters. They can be edited and modified there.




#### Note

Each Xedio application must have been started and have written registry for its corresponding icons to be available.

## 8.2.2. Possible Actions with Contextual Menu


A contextual menu is available when an application is selected in the Application Selection area and you right-click in the Profile Selection Area:

Menu Item	Description
<b>New</b>	Opens the New Param Profile window where you can enter a name for the new profile in the <b>Label</b> field.
<b>Modify</b>	Opens the Modify Param Profile window allowing to update the label or description of the selected parameter profile.
<b>Delete</b>	Deletes the selected parameter profile.  <div>  <b>Note</b>  It is not possible to remove a profile that is currently in use. An error message will be shown if this is attempted. </div>
<b>Import from File</b>	Import a parameters profile stored in a .ini format. In the Open window, select the file that contains the parameters profile to import.
<b>Import Default</b>	Import a parameters profile stored in a .ini format as the default parameter profile. In the Open window, select the file that contains the parameters profile to import.
<b>Export to File</b>	Exports the selected parameters profile in a readable file (.ini format). In the Save As window, select the folder to export the file to.
<b>Export to Text</b>	Exports the selected parameters profile in a text file format (.txt format). In the Save As window, select the folder to export the file to.

## 8.2.3. List of <GENERAL> Parameters


### General

<b>Enable Windows Authentication (Active Directory)</b>	When selected: all the Xedio client applications use Windows authentication (Active Directory) without requesting additional access codes, except Xedio Manager which gives the choice between using Windows authentication or Xedio authentication.
<b>Allows to backup EVS video server</b>	When selected: the backup of EVS video server is allowed.

<b>Auto Refresh Filtering</b>	When selected: each time a new criterion is added to a filter, the search is automatically started without pressing <b>Return</b> or clicking the <b>Search</b> button.
<b>Can select ClassList node</b>	When selected: enables the selection of a class list node rather than only the deepest sub-items.
<b>Confirmation window to backup EVS video server</b>	When selected: displays a confirmation window before the backup operation of an EVS video server.
<b>Default video aspect ratio</b>	Video Ratio used in thumbnail generation and during rendering operations. Possible values: <b>4/3</b> or <b>16/9</b> .
<b>Default high bitrate video width</b>	Free text field to define the default horizontal resolution for hi-resolution video files (width in pixels).
<b>Default Proxy Video Frequency</b>	Default video frequency for Proxy video browsing, editing and encoding.
<b>Default Proxy Video Resolution</b>	Default video resolution for Proxy video browsing, editing and encoding.
<b>Default video standard</b>	Video supported by the Dispatcher in the current session (You cannot mixed PAL and NTSC). This parameter is also used during rendering to upscale or not the media Possible values: <b>PAL SD, NTSC drop SD, HD 1080i @50, HD 720p @50, HD 1080i @59,94, HD 720p @59,94.</b>
<b>Default XT Growing Clip Duration</b>	Field to define the default duration for XT growing clip.
<b>Gop browsing accuracy for hi-res player</b>	Defines the value under which the player display will be updated when browsing the nowline (ms).
<b>Gop browsing accuracy for lo-res player</b>	Defines the value under which the player display will be updated when browsing the nowline (ms).
<b>Grab Still Frame Folder</b>	Field to define the default folder to store grab image file.
<b>Grab Still Frame Prefix</b>	Field to define the default prefix for the resulting grab image file.
<b>Notification Center IP address</b>	Free text field to define the IP address of the notification center.
<b>Notification center network port</b>	Free text field to define the port number of the notification center.
<b>Odd Frame Clipping</b>	When selected: enables clipping on odd frames when working with P resolution in all players and timelines.  <div> <b>Note</b> This parameter should only be set for full progressive workflows.</div>

<b>Precise browsing accuracy for hi-res player</b>	Defines the value under which the player display will be updated accurately when browsing the nowline (ms).
<b>Precise browsing accuracy for lo-res player</b>	Defines the value under which the player display will be updated accurately when browsing the nowline (ms).
<b>Timecode size (ratio)</b>	Sets the timecode display size in the player pane. The value corresponds to the ratio of the timecode display rectangle towards the largest size of the video display. Default value: 30. Range of values: 1 - 100.
<b>XedioBroker IP address</b>	Free text field to define the IP address of Xedio Broker.
<b>XedioBroker network port</b>	Free text field to define the port number of Xedio Broker.
<b>XT Clip creation default clipname</b>	Free text field to define the default clip name when creating an XT clip.

## Audio

<b>Default Input Audio Track Assignment</b>	<p>Defines the default audio channel assignment for the imported media files (other than server clips and encoder ingests). The field displays the assignments for 2, 4, 8 and 16 channels configurations separated by a " " sign:</p> <pre>ST   ST + M + M   ST + ST + 5.1 + ST + ST + ST 2 : ST =&gt; [L-R] 4 : ST + M + M =&gt; [L-R].[M].[M] 16 : ST + ST + 5.1 + ST + ST + ST =&gt; [L-R].[L-R].[L-R-C-LFE-L5-R5].[L-R].[L-R].[L-R]</pre> <p>See section "How to Define New Default Audio Channel Assignment" on page 95.</p> <hr/> <p> <b>Note</b> Once the audio track assignment has been defined in Xedio Importer or AutoFile Importer, these values will be used instead of the default ones on the workstation.</p>
<b>Default Rendering Audio Track Assignment</b>	<p>Defines the default audio channel assignment for rendered files. The field displays the assignments for 2, 4, 8 and 16 channels configurations separated by a " " sign.</p>
<b>Default XT Input Audio Track Assignment</b>	<p>Defines the default audio channel assignment for the media files (server clips only). The field displays the assignments for 2, 4, 8 and 16 channels configurations separated by a " " sign.</p>

<b>Enable 5.1 management</b>	Enables the creation of 5.1 tracks in CleanEdit timeline. The 5.1 audio support in CleanEdit works only with EVS video server clips. Each track created in the CleanEdit timeline allows the user to place and manage audio blocks from server clips, behind which a group of 6 audio channels are handled.
<b>Enable mono tracks</b>	Enables the creation of mono tracks in CleanEdit timeline.

## Automatic Restore

<b>Restore Type</b>	<p>Option list to select the restore type to be used for automatic restore process.</p> <p>Possible values:</p> <ul style="list-style-type: none"><li>• <b>Full Restore:</b> restores the whole media</li><li>• <b>Partial Restore:</b> restores only the useful section of the media used in the edit for which a restore is requested.</li></ul>
---------------------	--



## Import

<b>Imported ClipName Format</b>	Field to define the format string which will be used to create the clips name in the database during XDCAM import when the merge option is used. The following items can be used: %SHOTNAME Clip Label on the original device %ORIGINTC TC IN of the clip on the original device %NEWGENTC TC IN of the clip in the new file
<b>Imported FileName Format</b>	Field to define the format string which will be used to create the file name during XDCAM import. The following items can be used: %LABEL Label given by Xedio user %NAME Clip Name %CLASSID Class ID %TCIN Timecode IN %TCOUT Timecode OUT %CLIPTYPE Clip Type, e.g. DV_50i, P2HD_100i) %USER Xedio Username %DURATION Timecode Duration %YEAR Current Year %MONTH Current Month %DAY Current Day Number %HOUR Current Hour %MIN Current Minute %SEC Current Second %MSEC Current Millisecond %SDYEAR Shooting Date – Year %SDMONTH Shooting Date – Month Number %SDDAY Shooting Date – Day Number %GUID Clip GUID
<b>Use Long Clip Name</b>	When selected: the long clip name is used as media label.

## Vumeter

<b>Bottom level of Vumeter</b>	Field to define the db value of vu-meter bottom level. It is the audio level difference (in dB) compared the 0 level (audio level of the source media) and corresponding to the bottom of the green zone in the audio meters
<b>Saturation level of Vumeter</b>	Field to define the db value of vu-meter saturation level. It is the audio level difference (in dB) compared to the 0 level (audio level of the source media) and corresponding to the bottom of the red zone in the audio meters

<b>Top level of Vumeter</b>	Field to define the db value of vu-meter top level. It is the audio level (in dB) of the source media and corresponds to the top of the red zone in the audio meters.
<b>Warning level of Vumeter</b>	Field to define the db value of vu-meter warning level. This value corresponds to the beginning of the orange area in the vu-meter.

**Note**

The default values for audio vumeter levels differ in Xedio and in Final Cut Pro. It is therefore normal to see the same media reaching the red zone in Xedio while it is still in the orange zone in FCP.

If you want to have the same audio meter display in both applications, you can match the audio meter default values in Xedio Manager to the FCP values.

## 8.2.4. List of Parameters for Xedio Manager

The Xedio Manager profile gives access to the following lists of parameters (tabs).

### Cefiltermgr

<b>Max Date Interval</b>	Field to define the maximum date interval, in days, which can be used when a search filter is applied on a date parameter (0 = no limit).
<b>Max Result Set Size</b>	Field to define the maximum number of items which will be displayed in the result list after a search filter has been applied (0 = no limit).
<b>Recent Date List</b>	Free text field to define the dates to be displayed in "recent dates" drop-down lists.

### Cemediainport

<b>Enable Audio Track Assignment Dialog</b>	When select: Enables the display of audio track assignment dialog tab in the Setup window during an import.
<b>Canon</b>	When selected: Allows import from Canon device.
<b>Enable Merging Durations Check</b>	When selected: the durations of the high resolution and low resolution files are checked to ensure that they match, after their import with merge.
<b>Enable No Merging Durations Check</b>	When selected: the durations of the high resolution and low resolution files are checked to ensure that they match, after their import without merge.
<b>Enable RTD Import</b>	When selected: Allows import of RTD files
<b>LoResGen Rendering Profile</b>	Field to select the rendering profile used to regenerate the low resolution file.
<b>P2</b>	When selected: Allows import of files with P2 format

<b>PlayXTClip</b>	When selected: Allows server clip to be viewed in a player
<b>PlayXTTrain</b>	When selected: Allows server train to be viewed in a player
<b>Enable Image Import</b>	When selected: Allows import of image (stills files)
<b>Enable Stills Key Import</b>	When selected: Allows import of stills with key files
<b>Enable Video Import</b>	When selected: Allows import of video files
<b>Enable Wave Import</b>	When selected: Allows import of files with wave format
<b>Enable XDCam Import</b>	When selected: Allows import of files with XDCam format
<b>XDCamEX</b>	When selected: Allows import from XDCamEX device

### Media Manager

<b>LoResGen Media Server</b>	Xedio Media server where the low-resolution media file shall be (re)generated.
<b>LoResGen Rendering Profile</b>	Low-resolution rendering profile used to generate the low-resolution media file.

### Scheduler

<b>Scheduler Published</b>	Default value of the Publish check box when creating a record from the Scheduler. Possible values are: published, not published or previous state.
<b>Scheduler ReadOnly</b>	When selected: restricts the Scheduler access to read-only; records cannot be created or modified.

## 8.2.5. List of Parameters for Xedio CleanEdit

The CleanEdit profile gives access to the following lists of parameters (tabs).

**NEW !**

An Effects area is displayed in the lower part of the window. Selecting effects allows the users to use them in CleanEdit.

The video transition effects are: **Mix, Wipe, Border Wipe, Dip to Color**. The video clip effects are: **Grey, Horiz(ontal) Mirror, Film Effect, Color Fade, Color Correction, Highlight, Pixel Mask, Zoom Linear, Blur**.

Refer to the Xedio CleanEdit manual for a description of each effect.

## General

<b>Auto Refresh Filtering</b>	When selected: each time a new criterion is added to a filter, the search is automatically started without pressing Return or clicking the Search button.
<b>Check for missing hires files</b>	When selected, checks for missing hi-res files in the edit timeline and displays a small yellow triangle over each missing clip in the timeline.
<b>Active Window Color</b>	Option list to select the color used for the rectangle under the active Player area or Recorder area.
<b>Show confirmation dialog</b>	When selected: Shows a confirmation dialog window when doing delete actions
<b>Automatic Edit ID Generation</b>	Enables automatic Edit ID generation and selects the generation method. Possible values: <ul style="list-style-type: none"> <li>• None</li> <li>• IDDB: unique in the DB but maybe not across several DB</li> <li>• UUID: Universally Unique Identifier (UmID)</li> </ul>
<b>Read Only Edit ID</b>	When selected: sets the Edit ID property to read-only
<b>EVS Server Ganging Type</b>	Field to enter a value corresponding to a camera ganging type. 0: XT input cameras 1: IPDirector metadata 2: mixed (first tries IPD metadata then XT input cams)
<b>External Cue Point – Ranking 0 Color</b>	Color used, in the media bar of the Player, to represent a log with the default ranking assigned
<b>External Cue Point – Ranking * Color</b>	Color used, in the media bar of the Player, to represent a log with a ranking * assigned
<b>External Cue Point – Ranking ** Color</b>	Color used, in the media bar of the Player, to represent a log with a ranking ** assigned
<b>External Cue Point – Ranking *** Color</b>	Color used, in the media bar of the Player, to represent a log with a ranking *** assigned
<b>Mandatory Edit On-air Date</b>	When selected: the on air date of an edit is mandatory
<b>Show ArchiveMgr TAB</b>	When selected: shows the ArchiveMgr TAB in CleanEdit
<b>Show Devices TAB</b>	When selected: shows the Devices TAB
<b>Show Edit TAB</b>	When selected: shows the Edit TAB
<b>Show EditMgr TAB</b>	When selected: shows the EditMgr TAB
<b>Show HeaderMaker TAB</b>	When selected: shows the Header Maker TAB



<b>Show MediaImporter TAB</b>	When selected: shows the MediaImporter TAB
<b>Show MediaMgr TAB</b>	When selected: shows the MediaMgr TAB
<b>Show Playout TAB</b>	When selected: shows the Playout TAB
<b>Show ProjectMgr TAB</b>	When selected: shows the ProjectMgr TAB
<b>Show Export TAB</b>	When selected: shows the Export TAB
<b>Show Scheduler TAB</b>	When selected: shows the Scheduler TAB
<b>Show TaskViewer TAB</b>	When selected: shows the TaskViewer TAB
<b>Show CharacterGenerator TAB</b>	When selected: shows the CharacterGenerator TAB
<b>Show VoiceOver TAB</b>	When selected: shows the VoiceOver TAB
<b>Show VTR TAB</b>	When selected: shows the VTR TAB
<b>ThumbnailWidth</b>	Width used for new thumbnails (Height is found according to the 4/3 ratio)
<b>User Cue Point Color</b>	Color used, in the media bar of the Player, to represent a log entered by the logged user.

## Archive

<b>Archive Default Priority</b>	Field to enter a value corresponding to the default archive request priority. This value is transmitted when the system is integrated with DIVA. Possible values: from 0 to 100, with 0 = disabled, 1 = lowest priority and 100 = highest priority.
<b>Archive Hi Res</b>	When selected: archives high resolution files when an archiving is requested.
<b>Archive Low Res</b>	When selected: archives low resolution files when an archiving is requested.
<b>Delete Free Files</b>	Not implemented
<b>Delete Hi Res</b>	When selected: deletes high resolution files after archiving.
<b>Delete Low Res</b>	When selected: deletes low resolution files after archiving.
<b>Restore Default Priority</b>	Field to enter a value corresponding to the default restore request priority. Possible values: from 0 to 100, with 0 = disabled, 1 = lowest priority and 100 = highest priority.
<b>Restore Hi Res</b>	When selected: restores high resolution files
<b>Restore Low Res</b>	When selected: restores low resolution files
<b>Check Locked Media in Media List</b>	When selected: allows the user to check for locked media.

## Automatic Restore

<b>Restore Priority Edit Clip</b>	Field to enter a value corresponding to the Restore Priority when a clip is dropped in the timeline or when Edit Play date is modified. Possible values: from 0 to 100, with 0 = disabled, 1 = lowest priority and 100 = highest priority.
<b>Restore Priority R2B</b>	Field to enter a value corresponding to the Restore Priority when an Edit is set to Ready to Broadcast. Possible values: from 0 to 100, with 0 = disabled, 1 = lowest priority and 100 = highest priority.

## Browser

<b>Base for new project</b>	Free text field to enter the default base name for a new project.
<b>Base for new edit</b>	Free text field to enter the default base name for a new edit.
<b>Base for new clip</b>	Free text field to enter the default base name for a new clip.
<b>Video standard selection</b>	When selected: enables the selection of the video standards.

## Cefiltermgr

<b>Allow Change Edit Properties</b>	When selected: allows the user to change edit properties in Edit Manager.
<b>Allow Change Media Properties</b>	When selected: allows the user to change media properties in Media Manager.
<b>Max Date Interval</b>	Field to define the maximum date interval, in days, which can be used when a search filter is applied on a date parameter (0 = no limit).
<b>Max Result Set Size</b>	Field to define the maximum number of items which will be displayed in the Elements grid after a search filter has been applied (0 = no limit).
<b>Recent Date List</b>	Free text field to define the dates to be displayed in "recent dates" drop-down lists.

## Cemediaimport

<b>Audio Track Assignment Dialog</b>	When selected: Enables the display of audio track assignment dialog tab in the Setup window during an import.
<b>Automatic Device Scan</b>	When selected: Automatically scans devices at start up.
<b>Canon</b>	When selected: Allows import from Canon device.



<b>Enable Merging Durations Check</b>	When selected: the durations of the high resolution and low resolution files are checked to ensure that they match, after their import with merge.
<b>Enable No Merging Durations Check</b>	When selected: the durations of the high resolution and low resolution files are checked to ensure that they match, after their import without merge.
<b>Kmt</b>	When selected: Allows import of RTD files
<b>LoResGen Rendering Profile</b>	Field to select the rendering profile used to regenerate the low resolution file.
<b>P2</b>	When selected: Allows import of files with P2 format
<b>PlayXTClip</b>	When selected: Allows server clip to be viewed in a player
<b>PlayXTTrain</b>	When selected: Allows server train to be viewed in a player
<b>Stills</b>	When selected: Allows import of image (stills files)
<b>Stills Keys</b>	When selected: Allows import of stills with key files
<b>Video</b>	When selected: Allows import of video files
<b>Wave</b>	When selected: Allows import of files with wave format
<b>XDCam</b>	When selected: Allows import of files with XDCam format
<b>XDCamEX</b>	When selected: Allows import from XDCamEX device

## Cerendering2

<b>Available XTNr</b>	Free text field to enter a comma-separated list of numbers for available EVS video server. If the field is left empty, all numbers between 1 and 30 are allowed.
<b>Id RTPProf Agent</b>	Field to enter the DB ID of RTPProf agent. If the field is set to 0, the first available agent with a name containing "RTPProfAgent" is fetched from DB.
<b>Id Shell Agent</b>	Field to enter the DB Id of Shell agent. If the field is set to 0, the first available agent with a name containing 'ShellAgent' is fetched from DB.
<b>Id To XT Agent</b>	Field to enter the DB Id of ToXT agent. If the field is set to 0, the first available agent with a name containing 'ToXTAgent' is fetched from DB
<b>Show To CleanEdit</b>	When selected: shows the "To CleanEdit" TAB
<b>Show To Device</b>	When selected: shows the "To Device" TAB
<b>Show To File</b>	When selected: shows the "To File" TAB
<b>Show To Target</b>	When selected: shows the "To Target" TAB

## Cg

<b>Default CG Duration</b>	Field to enter the default duration for a new CG.
<b>Default CG Fade IN Duration</b>	Field to enter the default duration for a CG Fade IN effect.
<b>Default CG Fade OUT Duration</b>	Field to enter the default duration for a CG Fade OUT effect.
<b>Enable Import Picture</b>	When selected: the <b>Import Picture</b> button is displayed in the Text tab of CleanEdit.
<b>Enable Save As Template</b>	When selected: the <b>Save as template</b> button is displayed in the Text tab of CleanEdit.
<b>Enable Subtitle File Import</b>	When selected: the <b>Import Subtitle File</b> button is displayed in the Text tab of CleanEdit.

## DeviceFilter

<b>Allow CDRom</b>	When selected: Allows scanning CDRoms to find media. This parameter needs to be active for XDCAM disk access.
<b>Allow Fixed Drive</b>	When selected: Allows scanning local hard disks to find media
<b>Allow Ram Disk</b>	When selected: Allows scanning Ram disks to find media
<b>Allow Remote Drive</b>	When selected: Allows scanning network drives to find media
<b>Allow Removable Drive</b>	When selected: Allows scanning USB drives to find media
<b>Allow To Change Extensions</b>	When selected: Allows to change the list of default file extensions supported during the media referencing from a drive. Change is possible from the drive creation window or the drive edit window.
<b>Days Before Media Purge</b>	Delay between two unused media purge
<b>Delay Between Volume Check</b>	Time in seconds between automatic rescan on removable disk if there is a change
<b>Extensions</b>	List of default file extensions supported by Xedio CleanEdit during the media referencing from a drive. This parameter is used as default value during the drive creation.
<b>Max Depth</b>	Number of directory levels checked when scanning for media.
<b>Media ClassId</b>	Class ID assigned to the media during its referencing in Xedio CleanEdit.
<b>Media Description</b>	Default text to describe the media and assigned to the media during its referencing in Xedio CleanEdit.





<b>Media External Ref</b>	Default text for the external reference of the source support assigned to the media during its referencing in Xedio CleanEdit.
<b>Media Global Shooting Date</b>	The global shooting date is assigned to the media during its referencing in Xedio CleanEdit. This parameter is a numeric value to define how the global shooting date is assigned: Possible values: <ul style="list-style-type: none"> <li>• 0: date retrieved from the XML file and corresponding to the date when the media was recorded by the camera.</li> <li>• &gt;0: date provided by the application .and corresponding to the date when the media was referenced in Xedio Dispatcher.</li> </ul>
<b>Media label</b>	Default name assigned to. the media during its referencing in Xedio CleanEdit.
<b>Media Metadata XML</b>	This field is left empty by default.

## HeaderMaker

<b>Template Path</b>	Free text field to enter the path to HeaderMaker template.
----------------------	--

## Media List

<b>Max Result Sel Size</b>	Field to define the maximum number of items which will be displayed in the Elements grid after (0 = no limit).
----------------------------	--

## Player

<b>Auto Clip IN</b>	Amount of fields before the entry point of a clip when using the auto-clipping tool (Alt+Space bar).
<b>Auto Clip OUT</b>	Amount of fields after the out point of a clip when using the auto-clipping tool (Alt+Space bar).
<b>Enable Deinterlace Menu</b>	When selected: enables the Deinterlacer menu (hi-res mode only).
<b>Jog Audio Threshold HI</b>	Field to enter the jog browsing speed limit for the audio to be decoded in hi-res.
<b>Jog Audio Threshold LO</b>	Field to enter the jog browsing speed limit for the audio to be decoded in lo-res.
<b>Jog Range HI</b>	Field to enter the jog range in hi-res.
<b>Jog Range LO</b>	Field to enter the jog range in lo-res.
<b>PrevNextX</b>	Field to enter the number of fields to jump when <b>Alt</b> key is used with <b>Prev</b> and <b>Next</b> buttons.
<b>Shift Speed Max</b>	Field to enter the speed rate for super fast forward and rewind tools when used together with the <b>Shift</b> key.

<b>Speed Max</b>	Field to enter the speed rate for fast forward and fast rewind tools.
<b>XT Clip Creation Time Tolerance</b>	Field to enter the tolerance value (in seconds) towards the creation time between two sibling XT clips.
<b>XT Stream Creation Time Tolerance</b>	Field to enter the tolerance value (in seconds) towards the creation time between two sibling streams.
<b>XT Train Only View Enable</b>	When selected: the clip creation on XT train is disabled.

## Recorder

<b>Enable Deinterlace Menu</b>	When selected: enables the Deinterlacer menu (hi-res mode only).
<b>PreRoll</b>	Field to enter the Preroll time, in fields, used to play previous/next transition
<b>PrevNextX</b>	Field to enter the number of fields to jump when <b>Alt</b> key is used with <b>Prev</b> and <b>Next</b> buttons.
<b>RollBoth</b>	When selected: enables the left roller and right roller tools.
<b>RollLeft</b>	When selected: enables the left roller tool
<b>RollRight</b>	When selected: enables the right roller tool
<b>RollTurn</b>	When selected: enables the clip roller tool

## Scheduler

<b>Read Only</b>	When selected: restricts the Scheduler access to read-only; records cannot be created or modified.
------------------	--

## Timeline

<b>Audio Auto FX</b>	When selected: enables automatic audio transition effect.
<b>Audio Effects</b>	When selected: enables graphical audio transition effects adjustments when zooming audio tracks
<b>Audio Fade IN Dur</b>	Field to enter the duration, in fields, of the audio fade effect at the IN point. This will be displayed in the “fx” dialog box, “Audio fade” tab.
<b>Audio Fade IN Pos</b>	Option list to select the position of the audio fade effect at the IN point. This will be displayed in the “fx” dialog box. Possible values: None, Before OUT, Centered, After OUT.
<b>Audio Fade OUT Dur</b>	Field to enter the duration, in fields, of the audio fade effect at the OUT point. This will be displayed in the “fx” dialog box, “Audio fade” tab.



**NEW !**

<b>Audio Fade OUT Pos</b>	Option list to select the position of the audio fade effect at the OUT point. This will be displayed in the “fx” dialog box. Possible values: None, Before OUT, Centered, After OUT.
<b>Audio Level Adjust</b>	Field to enter the default audio level value to be displayed in the FX dialog box.
<b>Audio Level Max</b>	Field to enter the maximum audio level adjustment value to be displayed in the FX dialog box.
<b>Audio X Fade Dur</b>	Field to enter the default audio fade duration to be displayed in the “fx” dialog box, “Audio fade” tab.
<b>Audio X Fade Pos</b>	Option list to select the audio cross fade position. Possible values: None, Before OUT, Centered, After OUT.
<b>Auto Sync</b>	Enable automatic tags auto synchronization.
<b>Block Font Height</b>	Field to enter the text font size in timeline block.
<b>Block Font Name</b>	Option list to select the text font name in timeline block.
<b>Can Accelerate</b>	When selected: enables fast motion.
<b>Clips Move</b>	Field to enter the number of fields to shift the selected clips, to the left or to the right, when used in combination with + or – key.
<b>Clips Move Sensibility</b>	Field to enter the mouse sensitivity value when selecting and moving blocks inside the timeline.
<b>Color Block Width</b>	Field to enter the size of the color area within timeline blocks.
<b>Default Audio Trans FX</b>	Option list to define the default audio transition effect. Possible values: None, Fade OUT, Fade IN, Cross Fade.
<b>Default Video Trans FX</b>	Option list to define the default video transition effect. Possible values: Mix, Wipe, Border Wipe, Dip to Color.
<b>Fast Motion Clip HR</b>	Option list to select the transcoding codec used for the rendering of hi-res Fast Motion Clip. Possible values: list of codecs available with the current release package.
<b>Fast Motion Clip LR</b>	Option list to select the transcoding codec used for the rendering of lo-res Fast Motion Clip. Possible values: list of codecs available with the current release package.
<b>FX Tab Audio Fade</b>	When selected: enables the Audio Effect tab in the Fx dialog.box.
<b>FX Tab Audio Level</b>	When selected: enables the Audio Level Adjustment tab in the FX dialog box.
<b>FX Tab Color Ins</b>	When selected: enables the Color Clip Tool tab in the FX dialog box.

<b>FX Tab Video Fade</b>	When selected: enables the video Fade tab in the FX dialog box. Note: this is not supported.
<b>Guardband Frames</b>	Field to enter the minimum duration value when adjusting clip duration using the rollers.
<b>Graphics Insert Duration</b>	Field to enter the default duration for inserted graphics.
<b>Magnet Pixels</b>	Field to enter the sensitivity value of the magnetic effect during drag-and-drop operations on timeline clips.
<b>Max Display DB</b>	Field to enter the maximum displayed value for audio level.
<b>Max Fast Motion Speed</b>	Field to enter the maximum allowed value in the Fast Motion speed dialog box (in percent) if the "CanAccelerate" parameter is set to 1.
<b>Reset To Default</b>	When selected: resets the toolbar when creating a new edit
<b>Show Audio Matrix Buttons</b>	When selected: displays the <b>Audio Matrix</b> button in the CleanEdit interface.
<b>Show Default Audio Channel Buttons</b>	When selected: displays the <b>Default Audio Channel</b> buttons.
<b>Show TC In Out</b>	When selected: displays the timecodes (IN and OUT) in the timeline blocks.
<b>Tag_External Graphics</b>	When selected: displays the External Graphics tab in the Tag Manager window.
<b>Tag_Logo Insertion</b>	When selected: displays the Logo Insertion tab in the Tag Manager window.
<b>NEW ! Tag_ORAD</b>	When selected: displays the ORAD tab in the Tag Manager window, to access the ORAD plugin integrated with CleanEdit.
<b>Tag_Viz</b>	When selected: displays the Viz tab in the Tag Manager window, to access the vizRT plugin integrated with CleanEdit.
<b>Tag Default Duration</b>	Field to enter the default tags duration.
<b>Tag Label List</b>	When selected: uses label list for tags. Otherwise, free text is used.
<b>Tag Properties</b>	When selected: enables the Tag Properties dialog box and the Add Tag option from contextual menu.
<b>Use Tag Labels</b>	When selected: enables the Label field in the External Graphics tab of the Tags dialog box.
<b>Use Tag Templates</b>	When selected: enables the Template field in the External Graphics tab of the Tags dialog box.
<b>Video Auto FX</b>	When selected: enables automatic video transition effect.



<b>Video Color Dur</b>	Field to enter the length of the clip created with the "color insertion tool".
<b>Video Color Ins</b>	Option list to select the color of the clip created with the "color insertion tool".
<b>Video Effects</b>	When selected: enables video transition effects adjustments.

## TL Buttons

**NEW !**

<b>Afx</b>	When selected: displays the <b>AFX</b> button above the timeline.
<b>Align Left</b>	When selected: displays the <b>Align Left</b> button above the timeline.
<b>Align Right</b>	When selected: displays the <b>Align Right</b> button above the timeline.
<b>Auto Sync Cmd</b>	When selected: displays the <b>Auto Sync Tags</b> button above the timeline. This button automatically group new tags with the viedo element just below.
<b>Blank Clear</b>	When selected: displays the <b>Blank Clear</b> button above the timeline.
<b>Blank Delete</b>	When selected: displays the <b>Blank Delete</b> button above the timeline.
<b>Blank Fill</b>	When selected: displays the <b>Blank Fill</b> button above the timeline.
<b>Clip Selector</b>	When selected: displays the <b>Select All</b> button (after/before nowline) above the timeline.
<b>Color Insert</b>	When selected: displays the <b>Color Insert</b> button above the timeline.
<b>Cue</b>	When selected: displays the <b>Cue Tool</b> button above the timeline.
<b>Cut Copy Paste</b>	When selected: displays the <b>Cut, Copy and Paste</b> buttons above the timeline.
<b>Extend</b>	When selected: displays the <b>Extend</b> button above the timeline.
<b>Extend Slow</b>	When selected: displays the <b>Extend Slow</b> button above the timeline.
<b>Extend Still</b>	When selected: displays the <b>Extend Still</b> button above the timeline.
<b>Fx</b>	When selected: displays the <b>FX</b> button used to call the FX the dialog box above timeline.
<b>In Out Delete</b>	When selected: displays the <b>In Out Delete</b> button above the timeline.

<b>Invert</b>	When selected: displays the <b>A/B</b> button above the timeline.
<b>Mark Clip</b>	When selected: displays the <b>Mark Clip</b> button above the timeline.
<b>Mark IN</b>	When selected: displays the <b>Mark In</b> button above the timeline.
<b>Mark OUT</b>	When selected: displays the <b>Mark Out</b> button above the timeline.
<b>Mark Reset</b>	When selected: displays the <b>Mark Reset</b> button above the timeline.
<b>Move Frame</b>	When selected: enables the Move Frame edit zone.
<b>Overwrite</b>	When selected: displays the <b>Insert/Overwrite</b> button above the timeline.
<b>Rendering</b>	When selected: displays the <b>Rendering</b> button above the timeline.
<b>Split</b>	When selected: displays the <b>Clip Split</b> button above the timeline.
<b>Undo Redo</b>	When selected: displays the <b>Undo and Redo</b> buttons above the timeline.
<b>Vfx</b>	When selected: displays the <b>VFX</b> button above the timeline.

## TL Colors

<b>Audio Block</b>	Audio block color
<b>Audio Block With FX</b>	Color for audio block with FX
<b>Audio Hatching</b>	Audio block hatching color
<b>Audio Text</b>	Audio block text color
<b>Audio Trace Color</b>	Audio level color
<b>Drag Audio Trace</b>	Color for the audio level when adjusting
<b>Drag Video Trace</b>	Color for the video transition duration when adjusting
<b>Mark IN</b>	Mark IN line color
<b>Mark OUT</b>	Mark OUT line color
<b>NowLine</b>	Nowline color
<b>Rendered Video Block</b>	Rendered video block color
<b>Selected Blocks</b>	Selected timeline blocks color
<b>Sync Block</b>	Color for audio block which has been moved out of sync with its associated video.
<b>Video Block</b>	Video block color
<b>Video Block With FX</b>	Color for video block with FX

<b>Video Hatching</b>	Video block hatching color
<b>Video Text</b>	Video block text color
<b>VO Text</b>	VO block text color
<b>VO With Attenuation</b>	Color for VO block with attenuation
<b>VO Without Attenuation</b>	Color for VO block without attenuation

## Voiceover

**NEW !**

<b>Apply Attenuation Fade to VO</b>	When selected: applies Attenuation Fade parameter to voice over and audio clips. If value = 0, then Attenuation Fade only apply to audio clips.
<b>Attenuation Auto</b>	When selected: enables the voice over auto-dim mode (automatic attenuation of all the audio channels from the same output than the voice over for the voice over duration).
<b>Attenuation DB</b>	Field to enter the value (DB) for automatic audio level attenuation of audio channels for the voice over duration.
<b>Attenuation Fade</b>	Field to enter the fade length, in fields, to reach the audio level set with the Attenuation DB parameter. The recommended value for voice over with an external mixer is 2 fields.
<b>Attenuation Pos</b>	Option list to select the Attenuation Fade position. Possible values are: None, before cut, centered, after cut.
<b>Latency Delay Offset (msec)</b>	Field to enter a value for audio signal latency (delay) when using an external audio capture device.
<b>PreRoll</b>	Field to enter the Preroll time, in fields, used to play voice over.
<b>Text Mask</b>	Field to enter the voice over default base name.

## 8.2.6. List of Parameters for Xedio Ingest

The Xedio Ingest profile gives access to the following lists of parameters (tabs).

### General

<b>Default Media Class</b>	Option list to select the Media class to be used by default during ingest. Possible values: Media classes defined under Media > Class Manager.
<b>Crash published</b>	Option list to define whether a crash record will automatically be published. Possible values: Not Published, Published, Previous State.
<b>Show VTR</b>	When selected, shows the VTR parameters.

## Scheduler

<b>Scheduler published</b>	Option list to define the publish state of the ingest from the Scheduler in Xedio Ingest. Possible values: Not Published, Published, Previous State.
----------------------------	---

## VTR

<b>VTR published</b>	Option list to define the default value of the Publish box when creating a record from VTR. Possible values: Not Published, Published, Previous State.
----------------------	---

## 8.2.7. List of Parameters for Xedio Playout Organizer

The Playout Organizer profile gives access to the following lists of parameters (tabs).

### Cefiltermgr

<b>Max Date Interval</b>	Field to define the maximum date interval, in days, which can be used when a search filter is applied on a date parameter (0 = no limit).
<b>Max Result Set Size</b>	Field to define the maximum number of items which will be displayed in the result list after a search filter has been applied (0 = no limit).

### Playout Organizer

<b>Automatic restore priority</b>	When adding an ARCHIDEL clip to a playlist, an automatic restore is launched if the broadcast date and time is foreseen within 24 hours. This parameter sets the priority of the restore. Possible values: from 0 to 100, with 0 = disabled, 1 = lowest priority and 100 = highest priority.
<b>Enable Play Pause</b>	When selected: the <b>Play</b> button switches to the <b>Pause</b> button as soon as the <b>Play</b> button is clicked from Xedio Playout Organizer. When cleared: the <b>Play</b> button becomes unavailable as soon as it is clicked from Xedio Playout Organizer. It does not switch to the <b>Pause</b> button. Only the <b>Stop</b> button is available.
<b>Force Approval</b>	When selected: forces DB objects to be approved before their insertion into a playlist.
<b>Hide Start on time</b>	When selected: hides the <b>Start on-time</b> button.



## 8.2.8. List of Parameters for Xedio Browse and Xedio Browse (VC)

The Xedio Browse profile gives access to the following lists of parameters.

### General

<b>Lock Published</b>	When selected: items are locked as soon as they have been published.
<b>Lock Treated</b>	When selected: items are locked as soon as they have been treated.
<b>Test Overlap</b>	When selected: a check is performed to ensure that no overlapping virtual media are created.
<b>Text Mask</b>	Field to enter the default base name for a new virtual media.

### Cefiltermgr

<b>Max Result Set Size</b>	Field to define the maximum number of items which will be displayed in the result list after a search filter has been applied (0 = no limit).
----------------------------	---

### Player

<b>EnableDeinterlaceMenu</b>	Displays the <b>Deinterlacer</b> option and menu when right clicking over the player. This is only used in HiRes mode.
<b>Jog Range HI</b>	Field to enter the jog range in hi-res.
<b>Jog Range LO</b>	Field to enter the jog range in lo-res.
<b>PrevNextX</b>	Field to enter the number of fields to jump when <b>Alt</b> key is used with <b>Prev</b> and <b>Next</b> buttons.
<b>Shift Speed Max</b>	Field to enter the speed rate for super fast forward and rewind tools when used together with the <b>Shift</b> key.
<b>Speed Max</b>	Field to enter the speed rate for fast forward and fast rewind tools.

## 8.2.9. List of Parameters for Xedio Approval

The Xedio Approval profile gives access to the following lists of parameters.

### General

<b>Lock Validated</b>	When selected: items are locked as soon as they have been validated.
-----------------------	--

### AutomaticRestore

<b>Restore Priority Edit Clip</b>	Field to enter a value corresponding to the Restore Priority when an edit play date is modified. Possible values: from 0 to 100, with 0 = disabled, 1 = lowest priority and 100 = highest priority.
-----------------------------------	--

### Cefiltermgr

<b>Allow Change Edit Properties</b>	When selected: allows the user to change edit properties in Edit Manager.
<b>Allow Change Media Properties</b>	When selected: allows the user to change media properties in Media Manager.
<b>Max Result Set Size</b>	Field to define the maximum number of items which will be displayed in the result list after a search filter has been applied (0 = no limit).

### Player

<b>Enable Deinterlace Menu</b>	Displays the <b>Deinterlacer</b> option and menu when right clicking over the player. This is only used in HiRes mode.
<b>Jog Range HI</b>	Field to enter the jog range in hi-res.
<b>Jog Range LO</b>	Field to enter the jog range in lo-res.
<b>Play LoRes if HiRes is offline</b>	Play the low resolution file if the high resolution file is not available (e.g. archived). Possible values: 1 = enabled, 0 = disabled.
<b>Video Output Type</b>	Option list to select the video output type. Possible values: VGA, PCX1/PCX2, PCX3.
<b>Output Video Definition</b>	Option list to select the default video output mode for VGA and PCX3. Possible values: SD, HD1080i.

## 8.2.10. List of Parameters for Xedio Importer

The Xedio Importer profile gives access to the following list of parameters.

### Cemediainport

<b>Audio Track Assignment Dialog</b>	When selected: enables the display of audio track assignment dialog tab in the Setup window during an import.
<b>Automatic Device Scan</b>	When selected: Automatically scans devices at start up.
<b>Canon</b>	When selected: Allows import from Canon device.
<b>Enable Merging Durations Check</b>	When selected: the durations of the high resolution and low resolution files are checked to ensure that they match, after their import with merge.
<b>Enable No Merging Durations Check</b>	When selected: the durations of the high resolution and low resolution files are checked to ensure that they match, after their import without merge.
<b>Kmt</b>	When selected: allows import of RTD files.
<b>Lo Res Gen Rendering Profile</b>	Field to select the rendering profile used to regenerate the low resolution file.
<b>P2</b>	When selected: allows import of files with P2 format
<b>PlayXTClip</b>	When selected: allows server clip to be viewed in a player.
<b>PlayXTTrain</b>	When selected: allows server train to be viewed in a player.
<b>Stills</b>	When selected: allows import of image (stills files).
<b>Stills Keys</b>	When selected: allows import of stills with key files.
<b>Video</b>	When selected: allows import of video files.
<b>Wave</b>	When selected: allows import of files with wave format.
<b>XDCam</b>	When selected: allows import of files with XDCam format.
<b>XDCamEX</b>	When selected: allows import from XDCamEX device.
<b>XT</b>	When selected: allows import of server clips.

## 8.2.11. List of Parameters for Xedio Explorer

The Xedio Explorer profile gives access to the following lists of parameters.

### General

<b>Automatic Edit ID Generation</b>	Enables automatic Edit ID generation and selects the generation method. Possible values: <ul style="list-style-type: none"> <li>• None</li> <li>• IDDB: unique in the DB but maybe not across several DB</li> <li>• UUID: Universally Unique Identifier (UmID)</li> </ul>
<b>Read-Only Edit ID</b>	When selected: sets the edit ID property to read-only.
<b>Program Class to set when checking MOS published</b>	Option list to select the Program Class to be used by default when the exported items are published to the MOS ("Allow to MOS-publish exported edits" option selected). Possible values: Program classes defined under Tools > Program Class Manager.
<b>Displays MOS Publish Indicator</b>	When selected: displays the MOS Publish indicator.
<b>MOS publish default</b>	When selected: select the MOS Publish parameters by default.
<b>Is Program Class set when checking MOS published read-only?</b>	When selected: sets the Program Class even if the "Read-only Edit ID" option has been selected.

### Cefiltermgr

<b>Allow Change Edit Properties</b>	When selected: allows the user to change the edit properties in Edit Manager.
<b>Allow Change Media Properties</b>	When selected: allows the user to change the media properties in Media Manager.
<b>Max Date Interval</b>	Field to define the maximum date interval, in days, which can be used when a search filter is applied on a date parameter (0 = no limit).
<b>Max Result Set Size</b>	Field to define the maximum number of items which will be displayed in the result list after a search filter has been applied (0 = no limit).
<b>Recent Date List</b>	Free text field to define the dates to be displayed in "recent dates" drop-down lists.

## 8.2.12. List of Parameters for Xedio Cutter

The Xedio Cutter profile gives access to the following lists of parameters.

### General

<b>Automatic Edit ID Generation</b>	When selected: The Edit ID will be automatically generated according to the selected generation method. Possible values: <ul style="list-style-type: none"> <li>• None</li> <li>• IDDB: unique in the DB but maybe not across several DB</li> <li>• UUID: Universally Unique Identifier (UmID)</li> </ul>
<b>Read-Only Edit ID</b>	When selected: sets the edit ID property to read-only.
<b>Program Class to set when checking MOS published</b>	Option list to select the Program Class to be used by default when the exported storyboards are published to the MOS ("Allow to MOS-publish exported edits" option selected). Possible values: Program classes defined under Tools > Program Class Manager.
<b>Displays MOS Publish Indicator</b>	When selected: displays the MOs Publish indicator.
<b>MOS publish default</b>	When selected: select the MOS Publish parameters by default.
<b>Is Program Class set when checking MOS published read-only?</b>	When selected: sets the Program Class even if the "Read-only Edit ID" option has been selected.

### Browser

<b>Clip Prefix</b>	Prefix for each new clip created in the storyboard. %MEDIALABEL = Name of the original media.
<b>Edit Prefix</b>	Prefix for each new clip inserted in the storyboard. %EDITLABEL = Name of the original edit.

### Cefiltermgr

<b>Allow Change Media Properties</b>	When selected: allows the user to change the media properties in Media Manager.
<b>Max Date Interval</b>	Field to define the maximum date interval, in days, which can be used when a search filter is applied on a date parameter (0 = no limit).

<b>Max Result Set Size</b>	Field to define the maximum number of items which will be displayed in the result list after a search filter has been applied (0 = no limit).
<b>Recent Date List</b>	Free text field to define the dates to be displayed in "recent dates" drop-down lists.

## Player

<b>Auto Clip IN</b>	Amount of fields before the entry point of a clip when using the auto-clipping tool (Alt+Space bar).
<b>Auto Clip OUT</b>	Amount of fields after the out point of a clip when using the auto-clipping tool (Alt+Space bar).
<b>Jog Range HI</b>	Field to enter the jog range in hi-res.
<b>Jog Range LO</b>	Field to enter the jog range in lo-res.
<b>PrevNextX</b>	Field to enter the number of fields to jump when <b>Alt</b> key is used with <b>Prev</b> and <b>Next</b> buttons.
<b>Shift Speed Max</b>	Field to enter the speed rate for super fast forward and rewind tools when used together with the <b>Shift</b> key.
<b>Speed Max</b>	Field to enter the speed rate for fast forward and fast rewind tools.
<b>XT Clip Creation Time Tolerance</b>	Field to enter the tolerance value (in seconds) towards the creation time between two sibling XT clips.
<b>XT Stream Creation Time Tolerance</b>	Field to enter the tolerance value (in seconds) towards the creation time between two sibling XT streams.

## Storyboard

<b>Allow Edits in MOS Brw</b>	Allows drag-and-drop operations of edits.
<b>Allow Export to Avid</b>	When selected, allows to export the storyboard to Avid.
<b>Allow Export to File</b>	When selected, allows to export the storyboard as a file.
<b>Allow Export to Playlist</b>	When selected, allows to export the storyboard to a playlist.
<b>Allow Export to Target</b>	When selected, allows to export the storyboard to a predefined target.
<b>Allow Text Insertion</b>	Allows to insert text.
<b>Output All Stereo to ST1</b>	Only applicable for "all stereo" edits, not for 5.1. When selected: all stereo tracks are mixed out to ST1. Otherwise: ST1 to ST1, ST2 to ST2, ST3 to ST3,...

## 8.2.13. How to Edit a Parameter Profile

To edit the parameters values of a profile, proceed as follows:

1. In the Application Selection area, select **<GENERAL>** or the application in which a parameter profile should be edited.
2. Select the profile in the Profile Selection area.
3. In the Parameters area, edit the parameter in the **Variant Values** column
  - by selecting or clearing the box corresponding to a parameter (check box)
  - by adding the required value (field to enter a value)
  - by selecting the required value (option list)
  - by defining it in a specific window for a name format string (see section "How to Modify a Name Format String" on page 93)
  - for the audio parameters, see section "How to Define New Default Audio Channel Assignment" on page 95.

The default values can be changed by editing the **<default>** profile.

4. Click the **Save** button to save the selected profile.



### Note

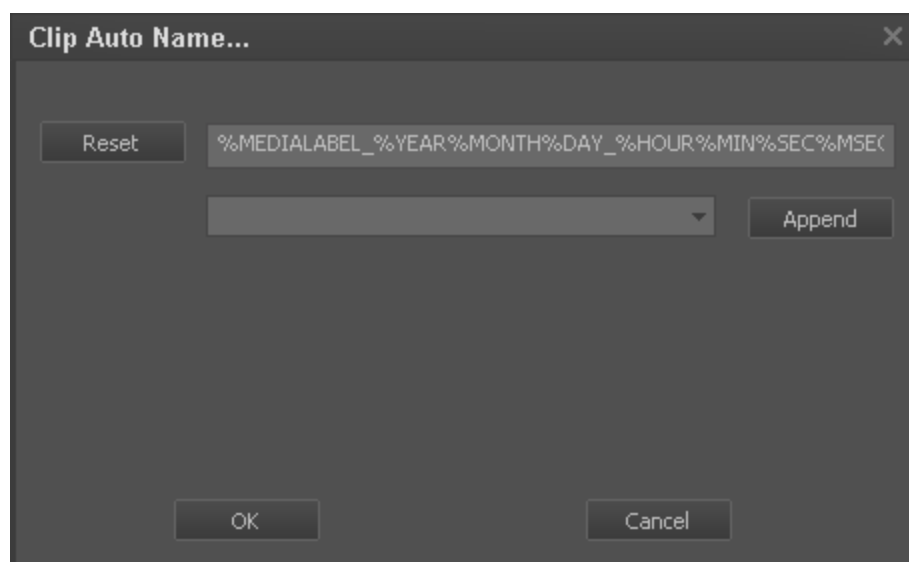
The modifications from the **<default>** profile are highlighted in the Parameters area.

## 8.2.14. How to Modify a Name Format String

To modify a name format string, proceed as follows:

1. In the Parameters area, double-click the parameter in the **Variant Value** column.

The [Item] Auto Name window opens:



2. In the first (**name**) field, delete the part of the string you do not want to keep in the name, if any.
3. To add a generic text (i.e.: WC2006\_Match03...) in the **name** string, simply type the text in the field.
4. To add an information type specified in the **Available Items** list, click the arrow next to the field and select the item in the drop-down list, for example:



5. Click the **Append** button to add the selected item at the end of the Name string.
6. Reposition the available item as desired with the cut (**CTRL-X**) and paste (**CTRL-V**) commands.
7. Repeat step 4 to 6 for any new information type you want to add in the **name** string.
8. You can reset the default name by clicking the **Reset** button.



## 8.2.15. How to Define New Default Audio Channel Assignment

To define a new default audio channels assignment, proceed as follows:

1. Right-click the **Variant Value** field.
2. Select one of the options from the contextual menu:
  - **Source Defined**: when this option is selected, the audio track assignment from the source media will be used.

The procedure is finished.

- **Custom**: this opens the Audio Track Assignments window from which you can select the required number of channels and assign channels to tracks.

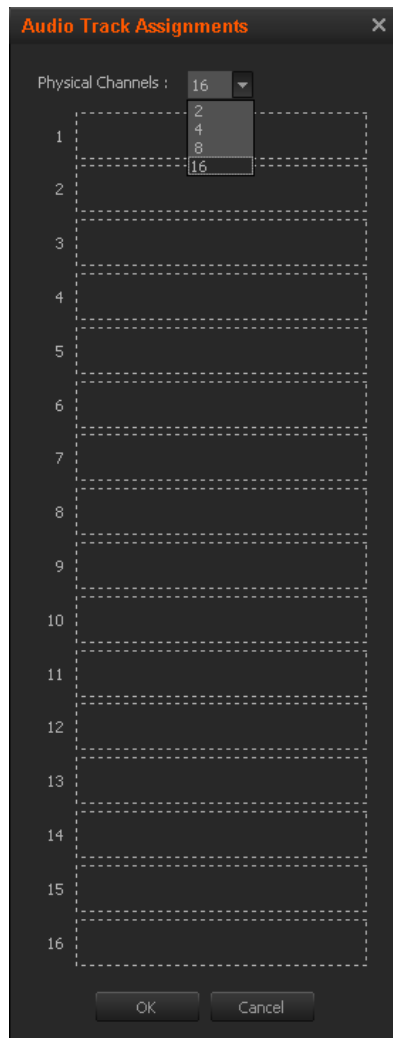
You will be able to define configurations with:

- up to 8 stereo pairs
- up to 5 stereo pairs and one 5.1 group
- up to 2 stereo pairs and two 5.1 groups.

Proceed with step 3.

The Audio Track Assignments window can also be displayed by double-clicking the **Variant Value** field.

3. From the **Physical Channels** list, select the required number of channels.



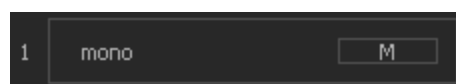
As many blocks as audio channels selected are displayed in the window.

4. Right-click an audio channel field.

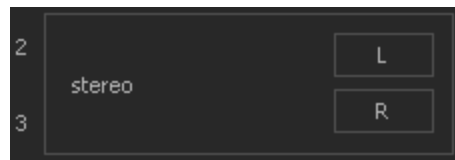
The following contextual menu appears:



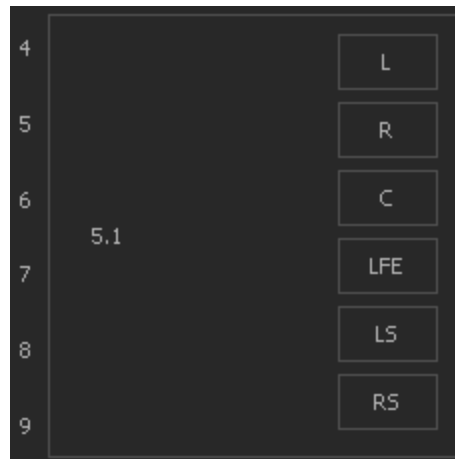
5. Select one of the options:
  - **Mono:** one audio channel is used.



- **Stereo:** two audio channels are used



- **5.1:** six audio channels are used



6. Repeat the 2 last steps for the remaining channels.

## 8.2.16. How to Change the Order of Channels inside a Track

If required, you can re-assign the order of the channels inside a group.

To do so, proceed as follows:

1. Right-click an audio channel box.

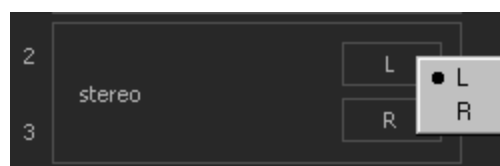
One of the following contextual menus appears:

- Mono:

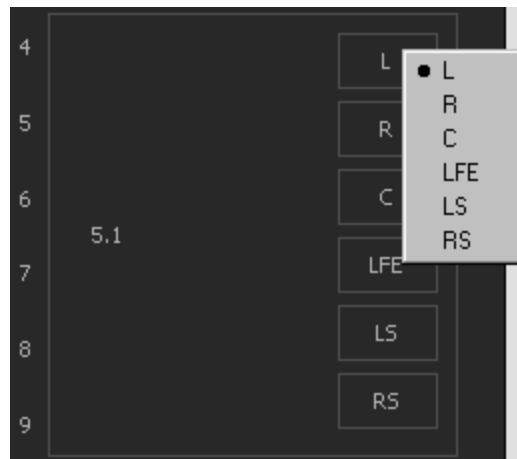


In this case, there is no other choice.

- Stereo:



- 5.1:



2. Select one of the options.

Consequently, two channels will have the same name within a group. So the group name is displayed in red.

You will not be able to save the changes until this is solved.

## 8.2.17. How to Remove a Track Assignment

To cancel the assignment of a track, proceed as follows:

1. Right-click the audio track block.

A contextual menu is displayed.

2. Select **Remove Group**.

The corresponding blocks are empty and available again.

## 8.2.18. How to Change the Order of Tracks Assignment

If required, you can modify order of the channels between them.

To do so, proceed as follows:

1. Right-click an audio track block.

A contextual menu is displayed.

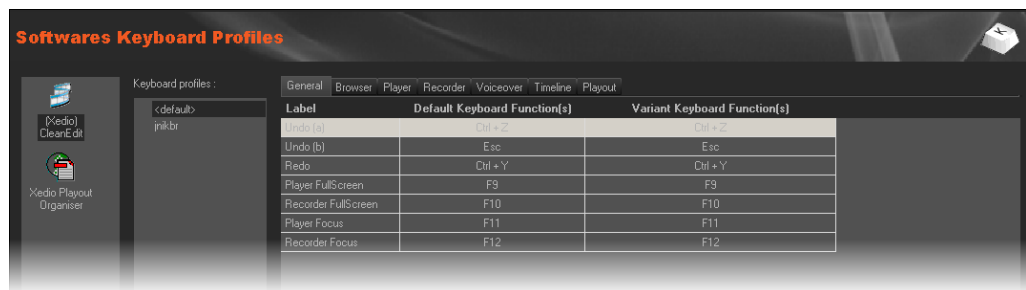
2. Select **Move Group Down** to move the track after the next one, or **Move Group Up** to move the track before the previous one.

## 8.3. Keyboard Profiles

### 8.3.1. Introduction

When you click the **Keyboard Profiles** button, the Softwares Keyboard Profiles window is displayed in the Work area.

The window is divided into three areas.



Part	Name	Description
1	Application Selection area	This area displays the applications icons for which it is possible to manage keyboard shortcuts and keyboard profiles.
2	Profile Selection area	This area displays the available profiles that can be managed for the selected application.
3	Keyboard Shortcuts area	This area gives the list of keyboard shortcuts. They can be edited and modified there.

The keyboard profiles editor manages the key assignments for the software applications within the Xedio suite.

### 8.3.2. Possible Actions with Contextual Menu

A contextual menu is available when an application is selected in the Application Selection area and you right-click in the Profile Selection Area. See section "Possible Actions with Contextual Menu" on page 67 for a description of the various options.

### 8.3.3. How to Edit a Keyboard Shortcut

To edit a keyboard shortcut, proceed as follows:

1. Select the application for which you want to edit the keyboard shortcut.
2. Select the profile to be edited.
3. Double click on an existing shortcut definition in the **Variant Keyboard Functions** column.

The Key Assignator dialog box opens.

4. Enter the new shortcut in field. It can be a combination with **SHIFT/ALT/CTRL**, etc.
5. Click the **OK** button.
6. Click the **Save** button at the bottom of the window to save the selected profile.



#### Note

The <Default> profile can also be edited.

### 8.3.4. List of Xedio CleanEdit Keyboard Keys Assignments

The CleanEdit keyboard profile gives access to the following lists of parameters (tabs).

#### General

<b>Player Focus</b>	Sets focus on player window
<b>Player Full Screen</b>	Zoom player window to full screen
<b>Recorder Focus</b>	Sets focus on recorder window
<b>Recorder Full Screen</b>	Zoom recorder window to full screen
<b>Redo</b>	Redoes last operation
<b>Undo (a)</b>	Undoes last operation
<b>Undo (b)</b>	Undoes last operation (secondary shortcut)

#### Browser

<b>Delete</b>	Deletes selected item
<b>Duplicate Current Edit</b>	Creates a duplicate of selected edit
<b>Insert</b>	Creates a new project/edit



## Player

<b>Auto Aspect Ratio</b>	Automatically applies the default aspect ratio.
<b>Auto Clip</b>	Creates a quick clip with properties set in the profile.
<b>Drop IN</b>	Drops the clip, defined in the player, after the timeline Mark IN point.
<b>Drop IN/IN</b>	Drops the clip, from the Mark IN point defined in the player, after the timeline Mark IN point and towards the timeline Mark OUT point (3-point edit). If the clip duration is longer than the duration between the timeline marks, the clip drop stops at the timeline Mark OUT point.
<b>Drop IN/Nowline</b>	Drops the clip, from the Mark IN point defined in the player, after the timeline nowline and towards the timeline Mark OUT point (3-point edit). If the clip duration is longer than the duration between the nowline and the timeline Mark OUT point, the clip drop stops at the timeline Mark OUT point.
<b>Drop Nowline</b>	Drops the clip, defined in the player, after the timeline nowline.
<b>Drop OUT</b>	Drops the clip, defined in the player, before the timeline Mark OUT point.
<b>Drop OUT/Nowline</b>	Drops the clip, from the Mark OUT point defined in the player, before the timeline nowline and towards the timeline IN point (3-point edit). If the clip duration is longer than the duration between the nowline and the timeline Mark IN point, the clip drop stops at the timeline Mark IN point.
<b>Drop OUT/OUT</b>	Drops the clip, from the Mark OUT point defined in the player, before the timeline Mark OUT point and towards the timeline Mark IN point (3-point edit). If the clip duration is longer than the duration between the timeline marks, the clip drop stops at the timeline Mark IN point.
<b>Audio1 monitoring (a)</b> until <b>Audio16 monitoring (a)</b>	Toggle monitoring of the player audio stereo 1 (until audio stereo 16).
<b>Toggle Audio1 Selection (a)</b> until <b>Toggle Audio16 Selection (a)</b>	Toggle selection of the player audio stereo 1 (until audio stereo 16).
<b>Toggle Video (a)</b>	Toggle the selection of the player video track.
<b>Fast Forward</b>	Goes fast forward the media in player window (if focus is set to player).

<b>Fast Rewind</b>	Fast rewinds the media in player window (if focus is set to player).
<b>Fit to Fill IN/IN</b>	Drops the clip, between the IN and OUT points defined in the player, after the timeline IN point and until the timeline OUT point.
<b>Fit to Fill OUT/OUT</b>	Drops the clip, between the IN and OUT points defined in the player, before the timeline OUT point and until the timeline IN point.
<b>Go to End</b>	Jumps to the end of the clip or media.
<b>Go to IN</b>	Jumps to the IN point.
<b>Go to OUT</b>	Jumps to the OUT point.
<b>Go to Start</b>	Jumps to the beginning of the clip or media.
<b>Grab Still Frame</b>	Grabs a still of the current frame.
<b>Insert Cue Point</b>	Inserts a cue point (needs a number to be typed + "enter" for a timeline cue point).
<b>Mark IN (a)</b>	Sets clip IN point to current nowline position.
<b>Mark IN (b)</b>	Sets clip IN point to current nowline position (secondary shortcut).
<b>Mark OUT (a)</b>	Sets clip OUT point to current nowline position.
<b>Mark OUT (b)</b>	Sets clip OUT point to current nowline position (secondary shortcut).
<b>Next Frame (a)</b>	Goes to next frame
<b>Next Frame (b)</b>	Goes to next frame (secondary shortcut)
<b>Next Cue Point</b>	Goes to next cue point in Player. Goes to next transition in timeline
<b>Next Ganged Camera</b>	Goes to the next ganged camera
<b>Next x Frames (a)</b>	Jumps to next x frames (x is defined in the software profile)
<b>Next x Frames (b)</b>	Jumps to next x frames (x is defined in the software profile) (secondary shortcut)
<b>Play / Stop</b>	Starts/stops loaded media in the Player window from the current position
<b>Play Clip</b>	Plays the clip to OUT point once
<b>Play Clip (Loop)</b>	Plays the clip to OUT in loop mode
<b>Play Forward</b>	Plays forward at various speeds
<b>Play Reverse</b>	Plays reverse at various speeds
<b>Play Nearlive</b>	Near live plays a recording media
<b>Previous Frame (a)</b>	Jumps to previous frame





<b>Previous Frame (b)</b>	Jumps to previous frame (secondary shortcut)
<b>Previous Cue Point</b>	Goes to previous cue point in Player. Goes to previous transition in timeline
<b>Previous Ganged Camera</b>	Goes to the previous ganged camera
<b>Previous x Frames (a)</b>	Jumps to previous x frames (x is defined in the software profile)
<b>Previous x Frames (b)</b>	Jumps to previous x frames (x is defined in the software profile)
<b>Toggle All Audio</b>	Toggle all player audio
<b>Forward 25%</b>	Goes forward at 25% speed
<b>Forward 33%</b>	Goes forward at 33% speed
<b>Forward 50%</b>	Goes forward at 50% speed
<b>Forward 100%</b>	Goes forward at 100% speed
<b>Forward 150%</b>	Goes forward at 150% speed
<b>Forward 200%</b>	Goes forward at 200% speed
<b>Forward 400%</b>	Goes forward at 400% speed
<b>Rewind 25%</b>	Rewinds at 25% speed
<b>Rewind 33%</b>	Rewinds at 33% speed
<b>Rewind 50%</b>	Rewinds at 50% speed
<b>Rewind 100%</b>	Rewinds at 100% speed
<b>Rewind 150%</b>	Rewinds at 150% speed
<b>Rewind 200%</b>	Rewinds at 200% speed
<b>Rewind 400%</b>	Rewinds at 400% speed
<b>Stop</b>	Stops playing the media
<b>Change Aspect Ratio</b>	Changes the aspect ratio.

## Playout

<b>Goto IN</b>	Jumps to the IN point
<b>Next Frame</b>	Jumps to next frame
<b>Play/Stop</b>	Starts/stops to play the media
<b>Previous Frame</b>	Jumps to previous frame
<b>Forward 25%</b>	Goes forward at 25% speed
<b>Forward 33%</b>	Goes forward at 33% speed
<b>Forward 50%</b>	Goes forward at 50% speed

<b>Forward 100%</b>	Goes forward at 100% speed
<b>Forward 150%</b>	Goes forward at 150% speed
<b>Forward 200%</b>	Goes forward at 200% speed
<b>Forward 400%</b>	Goes forward at 400% speed
<b>Rewind 25%</b>	Rewinds at 25% speed
<b>Rewind 33%</b>	Rewinds at 33% speed
<b>Rewind 50%</b>	Rewinds at 50% speed
<b>Rewind 100%</b>	Rewinds at 100% speed
<b>Rewind 150%</b>	Rewinds at 150% speed
<b>Rewind 200%</b>	Rewinds at 200% speed
<b>Rewind 400%</b>	Rewinds at 400% speed
<b>Stop</b>	Stops the recorder
<b>Toggle Stop Warning</b>	Selects or clears the Stop Warning option in the Playout tab. This option displays a warning message when the Stop button is clicked.

## Recorder

<b>Auto Aspect Ratio</b>	Automatically applies the default aspect ratio
<b>Audio1 monitoring (a)</b> until <b>Audio16 monitoring (a)</b>	Toggle monitoring of the player audio stereo 1 (until audio stereo 16).
<b>Goto End</b>	Jumps to the end of the edit
<b>Goto Next Transition</b>	Jumps to next transition (in regard to the selected tracks)
<b>Goto Next Transition (b)</b>	Jumps to next transition (in regard to the selected tracks) (secondary shortcut)
<b>Goto Previous Transition</b>	Jumps to previous transition (in regard to the selected tracks)
<b>Goto Previous Transition (b)</b>	Jumps to previous transition (in regard to the selected tracks) (secondary shortcut)
<b>Goto Start</b>	Jumps to the beginning of the edit
<b>Next Frame (a)</b>	Jumps to next frame
<b>Next Frame (b)</b>	Jumps to next frame (secondary shortcut)
<b>Next X Frames (a)</b>	Jumps to next x frames (x is defined in the software profile)
<b>Next X Frames (b)</b>	Jumps to next x frames (x is defined in the software profile) (secondary shortcut)
<b>Play/Stop</b>	Starts/stops loaded edit in recorder window



<b>Play Forward</b>	Plays forward at various speeds
<b>Play from Next Transition</b>	Plays from next transition (in regard to the selected tracks) (with Preroll)
<b>Preview Previous Transition</b>	Previews previous transition (in regard to the selected tracks) (with Preroll)
<b>Play Reverse</b>	Plays reverse at various speeds
<b>Preload</b>	Preloads the current edit in the recorder window, as well as effect defined at this point
<b>Previous Frame (a)</b>	Jumps to previous frame
<b>Previous Frame (b)</b>	Jumps to previous frame (secondary shortcut)
<b>Previous X Frames (a)</b>	Jumps to previous x frames (x is defined in the software profile)
<b>Previous X Frames (b)</b>	Jumps to previous x frames (x is defined in the software profile) (secondary shortcut)
<b>Apply Roll Changes</b>	Applies the changes made with the roller tools in the timeline
<b>Roll Transition</b>	Combines Roll OUT and Roll IN backward
<b>Roll Transition bwd</b>	Combines Roll OUT backward and Roll IN
<b>Roll Transition (Rec)</b>	Performs a Roll transition while monitoring the audio from right clip.
<b>Roll Transition bwd (Rec)</b>	Performs a Roll transition while monitoring the audio from right clip.
<b>Cancel Roll Changes</b>	Cancels the changes made with the roller tools
<b>Roll IN</b>	Adds one frame (from original media) before IN point of right clip.
<b>Roll IN bwd</b>	Removes one frame at the beginning of right clip.
<b>Match Frame</b>	Loads the current file and picture in the player window from its original media
<b>Match XT Train</b>	Loads, in the Player, the EVS Server record train that contains the image displayed in the Recorder.
<b>Roll OUT</b>	Adds one frame (from original media) after OUT point of left clip.
<b>Roll OUT bwd</b>	Removes one frame at the end of left clip.
<b>Roll Clip</b>	Adds one frame at the beginning and remove one frame at the end of a selected clip
<b>Roll Clip bwd</b>	Moves clip (IN and OUT points) inside the original media.
<b>Roll Clip (Rec)</b>	Performs a Roll clip while monitoring the right (end) part of it.

<b>Roll Clip bwd (Rec)</b>	Performs a Roll clip while monitoring the right (end) part of it.
<b>Forward 25%</b>	Goes forward at 25% speed
<b>Forward 33%</b>	Goes forward at 33% speed
<b>Forward 50%</b>	Goes forward at 50% speed
<b>Forward 100%</b>	Goes forward at 100% speed
<b>Forward 150%</b>	Goes forward at 150% speed
<b>Forward 200%</b>	Goes forward at 200% speed
<b>Forward 400%</b>	Goes forward at 400% speed
<b>Rewind 25%</b>	Rewinds at 25% speed
<b>Rewind 33%</b>	Rewinds at 33% speed
<b>Rewind 50%</b>	Rewinds at 50% speed
<b>Rewind 100%</b>	Rewinds at 100% speed
<b>Rewind 150%</b>	Rewinds at 150% speed
<b>Rewind 200%</b>	Rewinds at 200% speed
<b>Rewind 400%</b>	Rewinds at 400% speed
<b>Stop</b>	Stops playing the edit.
<b>Change Aspect Ratio</b>	Changes the aspect ratio.

### Thumbnail View (for Devices Tab)

<b>Next Line Clip</b>	Jumps to the next line clip
<b>End</b>	Jumps to the end of clip
<b>Home</b>	Jumps to
<b>Next Clip</b>	Jumps to next clip
<b>Previous Clip</b>	Jumps to previous clip
<b>Select All Clips</b>	Select all the clips
<b>Previous Line Clip</b>	Jumps to the previous line clip

### Timeline

<b>AddTag</b>	Adds a tag to the timeline
<b>Call Audio Clip FX dialog</b>	Calls audio clip effects dialog box
<b>Call Audio Transition FX dialog</b>	Calls audio transition effects dialog box



<b>Blank Clear</b>	Shifts all timeline clips, that are situated after the nowline, to left, removing common holes, in regard to the selected tracks
<b>Move Clips + 1 frame left</b>	Moves selected clips one frame to the left
<b>Move Clips + X frame left</b>	Moves selected clips x frame(s) to the left (x is defined in the software profile)
<b>Move Clips + 1 frame right</b>	Moves selected clips one frame to the right
<b>Move Clips + X frame right</b>	Moves selected clips x frame(s) to the right (x is defined in the software profile)
<b>Copy</b>	Copies selected clips to the clipboard
<b>Cut</b>	Removes selected clips
<b>Delete (AV lift)</b>	Removes selected clips from the timeline and do not shift the following clips to the left. This behaves like the Delete & Clear button.
<b>Delete Clip(s)</b>	Removes selected clips from the timeline. The result will depend on whether the Delete & Clear button or the Delete & Shift button is activated in the timeline.
<b>Delete and Shift (AV extract)</b>	Removes selected clips from the timeline and shift the following clips to the left. This behaves like the Delete & Shift button.
<b>Fit to Content</b>	Adjusts the timeline zooming to make the whole timeline visible on screen.
<b>Goto IN</b>	Sets the nowline to the timeline IN point
<b>Goto OUT</b>	Sets the nowline to the timeline OUT point
<b>In / Out Delete (with Cut)</b>	Removes the timeline content between the IN and OUT points in regard to the selected tracks
<b>Mark IN (a)</b>	Places IN point to the current nowline position
<b>Mark IN (b)</b>	Places IN point to the current nowline position (secondary shortcut)
<b>Mark OUT (a)</b>	Places OUT point to current nowline position
<b>Mark OUT (b)</b>	Places OUT point to current nowline position (secondary shortcut)
<b>MarkSelection</b>	Sets the timeline IN point to the beginning of the first clip and the OUT point to the end of the last selected clip.
<b>Next Ganged Camera</b>	Replaces the selected clip by the corresponding clip from the next ganged camera
<b>Paste</b>	Pastes clipboard content to the timeline, after nowline position

<b>Previous Ganged Camera</b>	Replaces the selected clip by the corresponding clip from the previous ganged camera
<b>Remove IN</b>	Clears timeline IN point
<b>Remove In / Out</b>	Clears timeline IN and OUT points
<b>Remove OUT</b>	Clears timeline OUT point
<b>Select All Clips</b>	Selects all timeline clips in regard to the selected tracks and to the timeline IN and OUT points
<b>Select All Clips After Nowline</b>	Selects all clips below and after the current nowline position in regard to the selected tracks
<b>Select All Clips Before Nowline</b>	Selects all clips below and before the current nowline position in regard to the selected tracks
<b>Split</b>	Cuts the clips below the nowline in two pieces in regard to the selected tracks
<b>Toggle All Audio</b>	Toggle the selection of all timeline audio tracks
<b>Toggle Audio1 (a)</b>	Toggle the selection of the stereo track 1
<b>Toggle Audio2 (a)</b>	Toggle the selection of the stereo track 2
<b>Toggle Audio3 (a)</b>	Toggle the selection of the stereo track 3
<b>Toggle Audio4 (a)</b>	Toggle the selection of the stereo track 4
<b>Toggle Audio5 (a)</b>	Toggle the selection of the stereo track 5
<b>Toggle Blank Fill On/Off</b>	Toggle Blank Fill mode (on/off)
<b>Toggle Delete / Delete &amp; Shift Mode</b>	Toggle Delete and Delete & Shift modes
<b>Toggle Insert/Overwrite mode</b>	Toggle Insert and Overwrite modes
<b>Toggle Video (a)</b>	Toggle the selection of the video track
<b>Call Video Clip FX dialog</b>	Calls video clip effects dialog box
<b>Call Video Transition FX dialog</b>	Calls video transition effects dialog box

## Voiceover

<b>Mark IN</b>	Sets a marker for the start of voice over
<b>Mark OUT</b>	Sets a marker for the end of voice over
<b>Play from IN of last VO</b>	Plays from the beginning of the last voice over record (with Preroll)
<b>Play from OUT of last VO</b>	Plays from the end of the last voice over record (with Preroll)

<b>Start Record</b>	Starts the recording of voice over
<b>Stop Record</b>	Stops the recording of voice over

### 8.3.5. List of Xedio Playout Organizer Keyboard Keys Assignments

The Xedio Playout Organizer keyboard profile gives access to the following list of parameters.

#### General

<b>Cue</b>	Cues the media
<b>Next</b>	Skips the playout of the media and plays the next one
<b>Pause</b>	Pauses the playout.
<b>Play</b>	Plays the media
<b>Prev</b>	Skips the playout of the media and plays the previous one
<b>Stop</b>	Stops the playout of media
<b>ToggleLoop</b>	Toggles the play mode between loop and normal
<b>ToggleRes</b>	Toggles resolution between lo-res and hi-res within the Playlist pane of the Playout Organizer

### 8.3.6. List of Xedio Browse and Xedio Browse (VC) Keyboard Keys Assignments

The Xedio Browse and the Xedio Browse (VC) keyboard profiles gives access to the following lists of parameters.

#### Player

<b>FastFwd</b>	Goes fast forward
<b>FastRew</b>	Fast rewinds
<b>Goto End</b>	Jumps to last picture
<b>Goto IN</b>	Goes to IN point
<b>Goto OUT</b>	Goes to OUT point
<b>Goto Start</b>	Jumps to first picture
<b>Next</b>	Jumps to next frame
<b>NextX</b>	Jumps to next x (preset) frames

<b>Play</b>	Plays/Stops loaded media in Player window from current position
<b>Play RTE</b>	Near-live plays a recording media/clip
<b>Prev</b>	Jumps to previous frame
<b>PrevX</b>	Jumps to previous x (preset) frames
<b>Stop</b>	Stops the player

### Properties

<b>Del Marks</b>	Removes IN and OUT points
<b>Mark IN</b>	Sets IN point of new virtual media/clip
<b>Mark OUT</b>	Sets OUT point of new virtual media/clip
<b>Save</b>	Saves virtual media/clip in database
<b>SB Mark</b>	Sets new virtual media/clip IN point (the first time the key is pressed) and OUT point (the second time the key is pressed)

## 8.3.7. List of Xedio Cutter Keyboard Keys Assignments

The Xedio Cutter keyboard profile gives access to the following lists of parameters.

### General

<b>Player Focus</b>	Sets the focus on player
<b>Player Full Screen</b>	Sets the player to full screen
<b>Recorder Focus</b>	Sets the focus on recorder
<b>Recorder Full Screen</b>	Sets the recorder to full screen
<b>Redo</b>	Redoes the last action
<b>Undo (a)</b>	Undoes the last action
<b>Undo (b)</b>	Undoes the last action (secondary shortcut)

### Player

<b>Auto Clip</b>	Sets clip IN and OUT points on the fly
<b>Toggle Audio1 (a)</b>	Toggle the audio stereo 1 of the player
<b>Toggle Audio1 (b)</b>	Toggle the audio stereo 1 of the player (secondary shortcut)
<b>Toggle Audio2 (a)</b>	Toggle the audio stereo 2 of the player





<b>Toggle Audio2 (b)</b>	Toggle the audio stereo 2 of the player (secondary shortcut)
<b>Toggle Audio3 (a)</b>	Toggle the audio stereo 3 of the player
<b>Toggle Audio3 (b)</b>	Toggle the audio stereo 3 of the player (secondary shortcut)
<b>Toggle Audio4 (a)</b>	Toggle the audio stereo 4 of the player
<b>Toggle Audio4 (b)</b>	Toggle the audio stereo 4 of the player (secondary shortcut)
<b>Toggle Video (a)</b>	Toggle player video
<b>Toggle Video (b)</b>	Toggle player video
<b>Fast Forward</b>	Fast forward the media
<b>Fast Rewind</b>	Fast rewind the media
<b>Goto End</b>	Jumps to end of clip or media
<b>Goto IN</b>	Goes to clip IN point
<b>Goto OUT</b>	Goes to clip OUT point
<b>Goto Start</b>	Jumps to start of clip or media
<b>Insert Cue Point</b>	Inserts a cue point
<b>Mark IN (a)</b>	Sets clip IN point
<b>Mark IN (b)</b>	Sets clip IN point (secondary shortcut)
<b>Mark OUT (a)</b>	Sets clip OUT point
<b>Mark OUT (b)</b>	Sets clip OUT point (secondary shortcut)
<b>Next Frame (a)</b>	Jumps to next frame
<b>Next Frame (b)</b>	Jumps to next frame (secondary shortcut)
<b>Next Cue Point</b>	Goes to next cue point
<b>Next x Frames (a)</b>	Jumps to next x (preset) frames
<b>Next x Frames (b)</b>	Jumps to next x (preset) frames (secondary shortcut)
<b>Play/Stop</b>	Plays/Stops loaded media in Player window from current position
<b>Play Clip</b>	Plays the clip from IN to OUT once
<b>Play Clip Loop</b>	Plays the clip from IN to OUT in loop mode
<b>Play Forward</b>	Plays forward at various speeds
<b>Play Reverse</b>	Plays reverse at various speeds
<b>Play NearLive</b>	Plays near-live a recording media
<b>Previous Frame (a)</b>	Jumps to previous frame
<b>Previous Frame (b)</b>	Jumps to previous frame (secondary shortcut)
<b>Previous Cue Point</b>	Goes to previous cue point
<b>Previous x Frames (a)</b>	Jumps to previous x (preset) frames

<b>Previous x Frames (b)</b>	Jumps to previous x (preset) frames (secondary shortcut)
<b>Forward 25%</b>	Goes forward at 25% speed
<b>Forward 33%</b>	Goes forward at 33% speed
<b>Forward 50%</b>	Goes forward at 50% speed
<b>Forward 100%</b>	Goes forward at 100% speed
<b>Forward 150%</b>	Goes forward at 150% speed
<b>Forward 200%</b>	Goes forward at 200% speed
<b>Forward 400%</b>	Goes forward at 400% speed
<b>Rewind 25%</b>	Rewinds at 25% speed
<b>Rewind 33%</b>	Rewinds at 33% speed
<b>Rewind 50%</b>	Rewinds at 50% speed
<b>Rewind 100%</b>	Rewinds at 100% speed
<b>Rewind 150%</b>	Rewinds at 150% speed
<b>Rewind 200%</b>	Rewinds at 200% speed
<b>Rewind 400%</b>	Rewinds at 400% speed
<b>Stop</b>	Stops the player

## Storyboard

<b>Delete</b>	Deletes the selected line(s)
<b>Move Down</b>	Moves the selected line(s) down
<b>Move End</b>	Moves the selected line(s) to the end of the list
<b>Move Top</b>	Moves the selected line(s) to the top of the list
<b>Move Up</b>	Moves the selected line(s) up

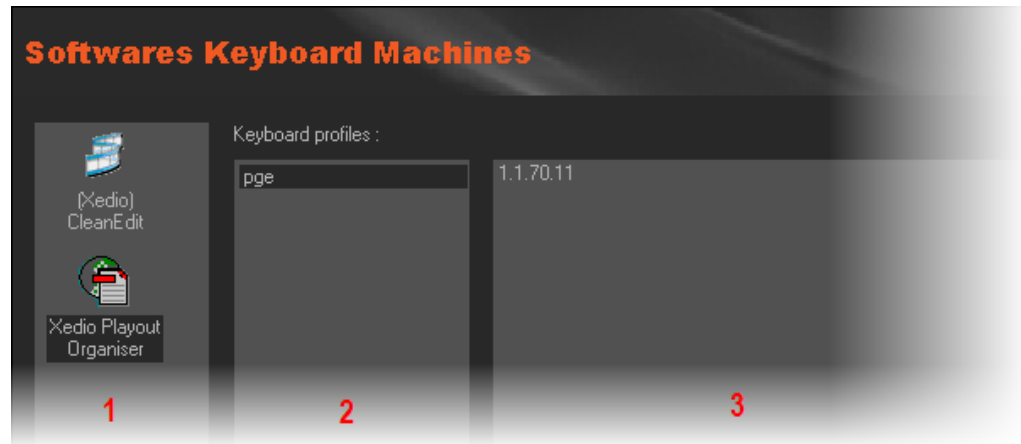
## 8.4. Keyboard Machines

### 8.4.1. Introduction

The profiles that are created for keyboard assignments can be assigned to workstations through their IP address by the Keyboard Machines tool.

When you click the **Keyboard Machines** button, the Softwares Keyboard Machines window is displayed in the Work area. It is divided into three areas:

1. Application Selection area
2. Profile Selection Area
3. List of machines



## 8.4.2. Possible Actions with Contextual Menu

A contextual menu is available when an application is selected in the Application Selection area and a keyboard profile is selected in the Profile Selection Area and then you right-click in the Parameters area:

Menu Item	Description
<b>Add</b>	Allows to assign a keyboard profile to a workstation. You will have to enter the IP address of the workstation and click the <b>Save</b> button.
<b>Delete</b>	Allows to un-assign the keyboard profile to the selected workstation.



### Note

The CleanEdit application may have to be restarted to apply the changes if it is currently running on the workstation.

## 8.5. Video FX

### Introduction

The Video FX tool sets the name and default parameters for the transition, clip and conversion effects.

When you click the **Video FX** button, the Video FX window is displayed in the Work area.

## Video FX

### Video Trans FX :

Label	DLL Name	Default Duration (in fram...	Default Config
Mix	crossfade.dll	12	<config></config>
Wipe	hfadewipe.dll	12	<config></config>
Border Wipe	hlinewipe.dll	12	<config></config>
Dip to Color	diptocolor.dll	12	<config><part_in>0.5</part_in><part_out>0.5</part_out><color>0</color></config>

### Video Clip FX :

Label	DLL Name	Default Config
Grey	grey.dll	
Horiz mirror	hmirror.dll	
FilmEffect	filmeffect.dll	
Color Fade	colorfade.dll	<config><fade_in length="12" color="0"/><fade_out length="12" color="0"/></config>
Color Correction	colorcorrection.dll	<config><red>0</red><green>0</green><blue>0</blue><brightness>0</brightness><contrast>0</contrast></config>
Highlight	highlight.dll	<config></config>
PixelMask	pixelmask.dll	<config></config>
ZoomLinear	zoomlinear.dll	

### Conversion FX :

Label	DLL Na...	Default Config
4/3 -> 16/9	arc4.dll	<config><cvb>0</cvb><volfs>36</volfs><gui_no_cvt_chng>1</gui_no_cvt_chng></config>
16/9 -> 4/3	arc4.dll	<config><cvb>1</cvb><gui_no_cvt_chng>1</gui_no_cvt_chng></config>

## Editing Default Parameters for Effects

To modify the default parameters for transition, clip or conversion effects, double-click the effect name in the list, enter or select new values in the relevant fields, and click the **OK** button.

## 9. Tools

### 9.1. Introduction

From the Tools category, you can manage projects, clips, edits, playlists and broadcasted items, and you can define classes.

Nine items are available in the Tools category. They are detailed in the table below.

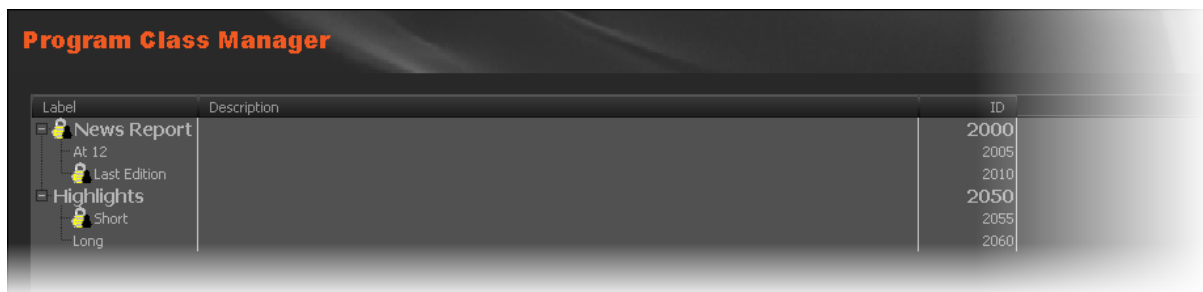
Item	Description
<b>Program Class Manager</b>	Allows to define classes to categorize the edits.
<b>Projects Manager</b>	Allows to manage the list of projects.
<b>Clips Manager</b>	Allows to manage the list of clips.
<b>Edits Manager</b>	Allows to manage the list of edits.
<b>Playlists Manager</b>	Allows to manage the list of playlists.
<b>Broadcasted Items Manager</b>	Allows to manage the list of items already broadcasted.
<b>Tag Manager</b>	Allows to define templates and pages for external CG integration.
<b>Script Manager</b>	Allows to activate scripts performing some pre-defined actions.
<b>Monitoring</b>	Gives an overview of the database content and the disks capacity.

## 9.2. Program Class Manager

### 9.2.1. Introduction

This tool is used to define and manage the classes structure of the database. It allows the classification of the edits and tells the system that the edit has been made for a particular production.

When you click the **Program Class Manager** button, the Program Class Manager window is displayed in the Work area.



### 9.2.2. Possible Actions with Contextual Menus

A contextual menu is available when no class is selected and you right-click in the Program Class Manager window.

Menu Item	Description
<b>New Root</b>	Creates a new class of program.

A contextual menu is available when you select a class in the list and then right-click:

Menu Item	Description
<b>New Root</b>	Creates a new class of program.
<b>New Child</b>	Creates a new sub-class of program.
<b>Rename</b>	Allows to rename the selected class or sub-class.
<b>Modify</b>	Opens the Modify Class window allowing to update the label or description of the selected class or sub-class.
<b>Delete</b>	Deletes the selected class or sub-class.
<b>Hidden State</b>	Hides/Unhides the selected class or sub-class so users cannot/can use it.

## 9.3. Projects / Clips / Edits / Playlists Manager

### 9.3.1. Introduction

The Projects, Clips, Edits and Playlists Manager tools are designed to show an overview of the database content. They make it possible to edit properties and remove undesired items from the database. Edits may also be recovered after deletion by a user.

When you click the **Projects Manager**, **Clips Manager**, **Edits Manager** or **Playlists Manager** button, the corresponding Manager window is displayed in the Work area.

Each of these manager tools has a similar interface with 2 areas.

The upper part of the Work area shows a list of icons. These buttons give access to the different filters to be applied to the media list.

The element grid displays the content present in the database, or it returns the result of a search applied to the list.. Items are displayed in columns.

### 9.3.2. Element Grid

#### Displayed Columns

It is possible to re-arrange the columns order, and to add or remove some columns.

Right-clicking on any of the column headings displays a contextual menu. The **Choose Displayed Columns** option opens the Select Visible Columns window allowing you to choose the columns you want to be displayed in the element grid.

The column width and order can be adjusted using standard computer commands and drag and drop techniques.

## Element Contextual Menu

A contextual menu is available when you right-click on an item in the list. The options may differ according to the tab selected.

## Projects Manager

**Projects Manager**

Filter 0 today

40 retrieved

DB Id	User	Description	Creation Date	Modification Date	VideoStandard	Hidden	Deleted	User DB Id	Project DB Id
1	Support evs (evs)		22-09-2009 16:45:54	22-09-2009 16:45:54	PAL SD			7	
2	Support evs (evs)	Project created by e	24-09-2009 13:57:14	24-09-2009 13:57:14	HD 1080i @50			7	
3	Support evs (evs)	Project created by e	24-09-2009 13:59:16	24-09-2009 13:59:16	HD 1080i @50			7	
4	Support evs (evs)	Project created by e	24-09-2009 14:00:11	24-09-2009 14:00:11	HD 1080i @50			7	
5	Support evs (evs)	Project created by e	24-09-2009 14:03:38	24-09-2009 14:03:38	PAL SD			7	
6	Support evs (evs)	Project created by e	24-09-2009 14:05:18	24-09-2009 14:05:18	PAL SD			7	
7	Delbruyere Anne (ac		21-10-2009 14:18:04	21-10-2009 14:18:04	HD 1080i @50			11	
8	Georges Pascale (p		06-10-2009 11:13:39	5-11-2010 16:39:55	PAL SD			12	
9	Delbruyere Anne (ac		23-10-2009 13:43:13	6-11-2009 19:01:12	HD 1080i @50	✓		11	

Project Menu Item	Description
<b>Hidden State</b>	Allows to change the “hide” status.
<b>Deleted State</b>	Allows to change the “delete” status.
<b>Delete Projects</b>	Allows the deletion of the selected projects. This will automatically delete the edits and clips contained in the project.
<b>Properties</b>	Displays the Project Properties window and allows to change the project properties.
<b>Used by...</b>	Opens a window to show where the project is used.

## Clips Manager

**Clips Manager**

Filter 0 today

97 retrieved

Label	Clip TC IN	Clip Duration	Clip TC OUT	Description	Creation Date	Thumbnail In	Thumbnail Out	Last Modif. Date	TsIn
Athletisme_C00030_	01:59:12:11	00:00:11:03	01:59:23:14		5-10-2009 14:12:57			5-10-2009 14:12:57	7152.440000
Athletisme_C00030_	01:59:23:15	00:00:06:02	01:59:29:17		5-10-2009 14:13:12			5-10-2009 14:13:13	7163.600000
Athletisme_C00030_	01:59:29:18	00:00:05:23	01:59:35:16		5-10-2009 14:13:14			6-10-2009 11:42:54	7169.720000
Athletisme_C00030_	01:59:35:17	00:00:05:04	01:59:40:21		5-10-2009 14:13:17			5-10-2009 14:13:18	7175.680000
	11:53:57:16	00:00:10:08	11:54:07:24		23-10-2009 13:46:28			23-10-2009 13:46:29	42837.640000





Clip Menu Item	Description
<b>Properties</b>	Displays the Clip Properties window and allows to change the clip properties.
<b>Delete Clip(s) &amp; Purge</b>	See section "Delete & Purge" on page 121.
<b>Force Delete</b>	Deletes a clip with all the references of its use in the database. If it is used in an edit, this will cause "holes" in the edit. This option must be used very cautiously.
<b>Create Missing Thumbnails</b>	Creates thumbnails IN and OUT. Thumbnails are displayed provided that the Thumb IN and Thumb OUT columns are made visible.
<b>Used by...</b>	Opens a window to show in which projects and edits the selected clip is used in.

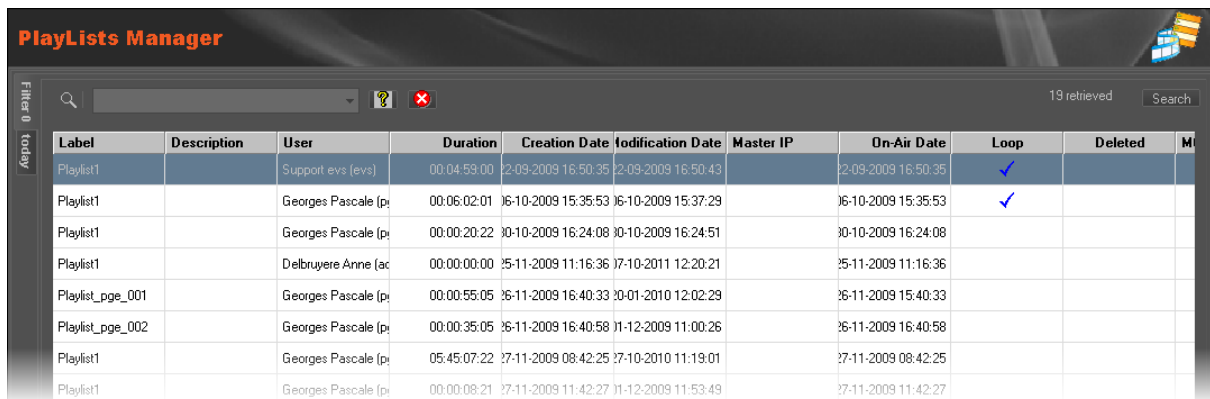
## Edits Manager

User	Class	Duration	Label	Description	Creation Date	Modification Date	On-Air Date	R2B DateTime	Aspect Ratio
Support evs (evs)	News Report	00:00:00:00	Edit_001		2-09-2009 16:46:03	8-10-2009 09:04:48			16/9
Delbruyere Anne (ac News Report, Last E		00:00:28:12	Edit_001		11-10-2009 14:22:17	23-10-2009 13:37:17			16/9
Georges Pascale (pj News Report		00:01:04:10	Edit_001		16-10-2009 14:53:34	16-10-2009 15:51:10		16-10-2009 15:51:10	4/3
Georges Pascale (pj News Report		00:00:55:21	Edit_001 Duplicate		6-10-2009 14:49:17	25-11-2010 14:04:04			4/3
Georges Pascale (pj News Report		00:01:04:10	Edit_001 Duplicate		6-10-2009 14:53:23	6-10-2009 14:53:23			4/3
Delbruyere Anne (ac Highlights, Short		00:00:26:02	Rugby_Edit_1		23-10-2009 13:44:39	28-10-2009 11:11:05			16/9
Support evs (evs)	News Report	00:00:12:13	Concert 1		28-10-2009 09:06:18	28-10-2009 09:42:29			16/9
Delbruyere Anne (ac News Report		00:00:12:13	Concert 1		28-10-2009 11:10:50	28-10-2009 11:11:41			16/9
Delbruyere Anne (ac News Report		00:16:11:04	Concert 1		28-10-2009 11:12:02	28-10-2009 12:43:25			16/9
Delbruyere Anne (ac News Report		00:00:47:13	Concert 1		28-10-2009 12:43:35	15-11-2009 16:25:28			16/9

Edit Menu Item	Description
<b>Deleted State</b>	Allows to change the "delete" status.
<b>Delete Edit(s) &amp; Purge</b>	See section "Delete & Purge" on page 121.
<b>Force Delete</b>	Deletes an edit with all the references of its use in the database, as well as the media contained in the edit. This option must be used very cautiously.
<b>Export Edit(s)</b>	Allows the edit to be exported <ul style="list-style-type: none"> <li>into a folder or</li> <li>into another CleanEdit database. You will then have to mention the Database Source Name.</li> </ul>
<b>Import Edit(s)</b>	Allows to import an edit: in the Import window, right-click the <b>Folder(s)</b> field and select <b>Add Folder(s)</b> .

Edit Menu Item	Description
<b>Play</b>	Opens a player window in which the selected edit can be viewed in low or high bitrate.
<b>Show Used File (s)</b>	Shows the list of files used by the edit.
<b>Convert Ratio</b>	Allows to change the video ratio.
<b>Properties</b>	Displays the Edit Properties window and allows to change the edit properties. If a default metadata profile has been defined for edits, a metadata tab is displayed and allows to modify the edit metadata values.
<b>Duplicate Edit</b>	Creates an edit with the same properties. The term "duplicated" is added next to the new edit.
<b>Generate PLST File</b>	Generates a text file which represents the edit and which can be dropped on the playlist.
<b>Used By...</b>	Opens a window to show in which projects and playlists the selected edit is used in.

## Playlists Manager



Label	Description	User	Duration	Creation Date	Modification Date	Master IP	On-Air Date	Loop	Deleted	M
Playlist1		Support evs (evs)	00:04:59:00	2-09-2009 16:50:35	2-09-2009 16:50:43		2-09-2009 16:50:35	✓		
Playlist1		Georges Pascale (p)	00:06:02:01	16-10-2009 15:35:53	16-10-2009 15:37:29		16-10-2009 15:35:53	✓		
Playlist1		Georges Pascale (p)	00:00:20:22	10-10-2009 16:24:08	10-10-2009 16:24:51		10-10-2009 16:24:08			
Playlist1		Delbruyere Anne (ac)	00:00:00:00	15-11-2009 11:16:36	17-10-2011 12:20:21		15-11-2009 11:16:36			
Playlist_pge_001		Georges Pascale (p)	00:00:55:05	16-11-2009 16:40:33	10-01-2010 12:02:29		16-11-2009 15:40:33			
Playlist_pge_002		Georges Pascale (p)	00:00:35:05	16-11-2009 16:40:58	11-12-2009 11:00:26		16-11-2009 16:40:58			
Playlist1		Georges Pascale (p)	05:45:07:22	17-11-2009 08:42:25	17-10-2010 11:19:01		17-11-2009 08:42:25			
Playlist1		Georges Pascale (p)	00:00:08:21	17-11-2009 11:42:27	11-12-2009 11:53:49		17-11-2009 11:42:27			

Playlists Menu Item	Description
<b>Deleted State</b>	Allows to change the "delete" status.
<b>Delete Playlist(s)</b>	Allows the selected playlist(s) to be deleted.
<b>Show Used Files</b>	Shows the list of files used in the playlist.
<b>Properties</b>	Displays the Playlist Properties window and allows to change the playlist properties.

### 9.3.3. Searching the Database

The Xedio Suite offers several ways to filter the database. They are described in section "Searching for Elements in the List" on page 41.

Filters you have defined can be saved to be applied later on in one click. Saved Filters options are described in that section as well.

### 9.3.4. Delete & Purge

The **Delete Edit(s) & Purge** and **Delete Clip(s) & Purge** functions allow the user to remove unused edits and clips from the media server while deleting them from the database.

There are several options available when using this function:

1. Delete Edit/Clip database references: removes entries from the database only.
2. Delete Edit/Clip database references AND media database references: removes entries from the database only.
3. Delete Edit/Clip database references, media database references AND linked media files from online/nearline storage: removes entries from the database and from the media server.

The media will be removed only if they are not used in other edits or in other playlists (either the media itself or through attached virtual media or virtual clips).

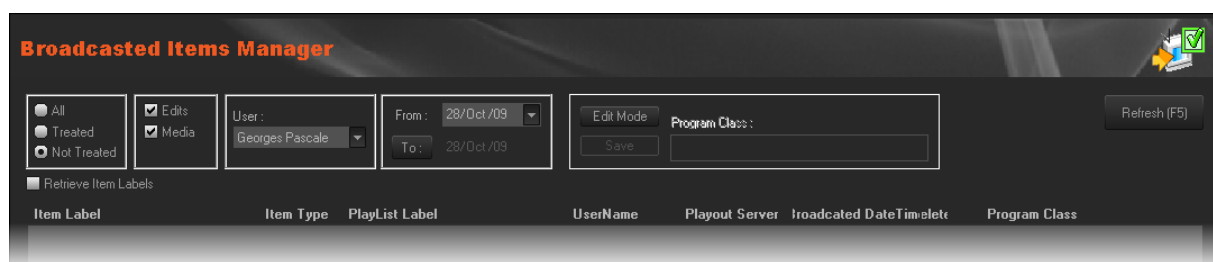
Additionally, all associated material such as virtual media and virtual clips that are used in the edit(s) or playlist(s) selected for deletion will be removed from the database.

See section "Media File Cleaner" on page 129 for more powerful media delete and purge options.

## 9.4. Broadcasted Items Manager

The Broadcasted Items Manager gives the list of all items played out from Playout Organizer software. The tool is designed to have an overview of the database content and remove items that are no longer required because they have been flagged as broadcasted.

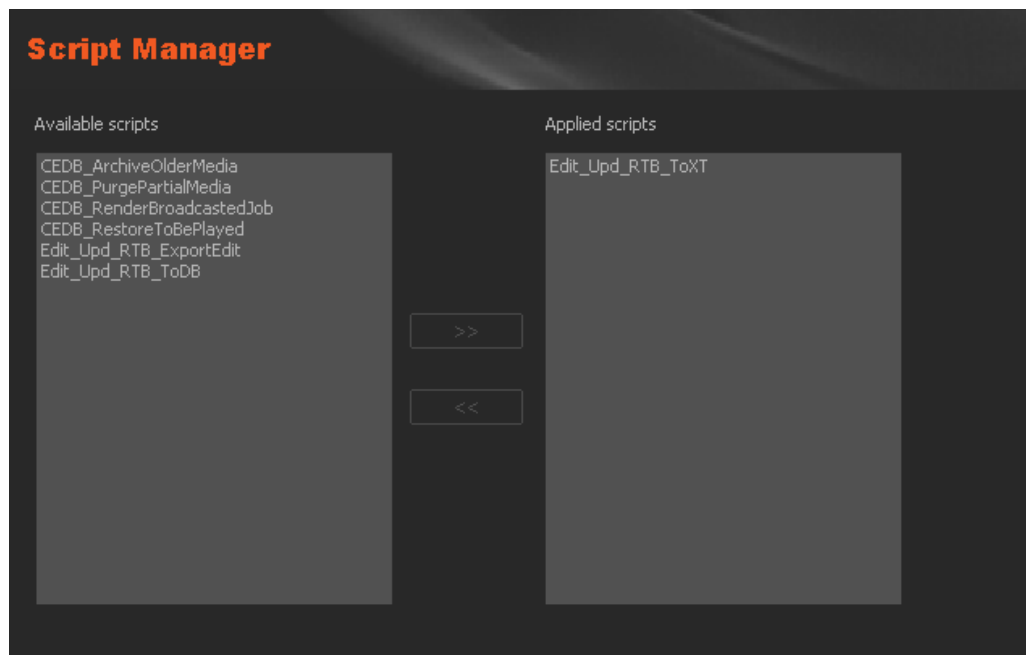
When you click the **Broadcasted Items Manager** button, the Broadcasted Items Manager window is displayed in the Work area.



## 9.5. Script Manager

A series of scripts is available from Xedio Manager and can be activated from the Script Manager.

When you click the **Script Manager** button, the Script Manager window is displayed in the Work area.



The table below gives a description of the scripts you could find in the list:

Script	Description
<b>CEDB_ArchiveOlderMedia</b>	Archives once a day all media older than x hours
<b>CEDB_PurgePartialMedia</b>	Purges partial media that have been created for more than 24 hours and that are not scheduled in the next 24 hours.
<b>CEDB_RenderBroadcastedJob</b>	Allows the execution of a script for export and rendering of each edit broadcasted since more than 24 hours.
<b>CEDB_RestoreToBePlayed</b>	Inserts a restore task in EvsTaskEngine do-list for each edit to be played in the next Z hours.
<b>Edit_Upd_RTB_ExportEdit</b>	Exports an edit to a playlist file and reference it in an xml file.
<b>Edit_Upd_RTB_ToDB</b>	Renders and publishes to DB when an edit's R2B_DateTime is updated.
<b>Edit_Upd_RTB_ToXT</b>	Renders and publishes to EVS video server when an edit's R2B_DateTime is updated.

To enable a script, select it in the Available scripts list and click the >> button to move it in the Applied scripts list.



# 9.6. Monitoring

When you click the **Monitoring** button, the Monitoring window is displayed in the Work area. It gives an overview of the database content and the disks capacity.

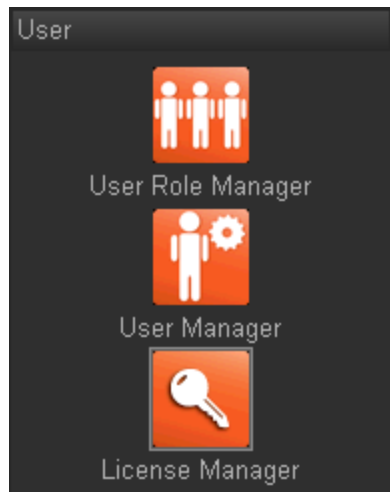


## 10. Users

### 10.1. Introduction

The users authorized to access the Xedio Suite are defined in Xedio Manager, under the Users category.

Several items are available in the Users category. They are detailed in the table below.



Item	Description
User Role Manager	Manages the user roles.
User Manager	Manages the users and access rights.
License Manager	Allows software connection to database.

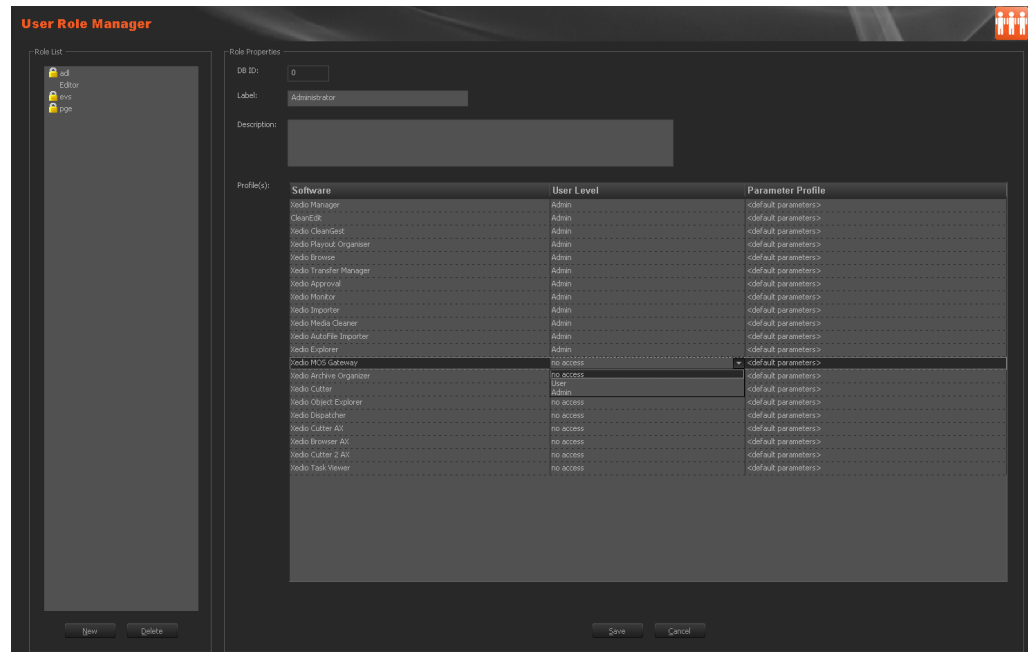
### 10.2. User Role Manager

#### Introduction

The management of user access rights is based on the definition of user roles and the assignment of each user to a specific role.

When the Window authentication by Active Directory is used to log in, user roles defined in Xedio Manager must be named as the Windows domain groups. Any user added to a Windows group automatically inherits the user rights associated to the corresponding Xedio user role.

When you click the **User > User Role Manager** button, the User Role Manager window is displayed in the Work area.



## Contextual Menu

A contextual menu is available when you right-click the Role list area. The availability of the options will differ whether an existing role is selected or not.

The following table describes the commands from the contextual menu:

Command	Description
<b>New</b>	Used to create a new user role.
<b>Delete</b>	Deletes the selected user role. It is only available when a role is selected.
<b>Duplicate</b>	Creates a new user role by duplicating the selected user role with all its profiles settings. It is only available when a role is selected.

## How to Create a User Role

To create a new user role, proceed as follows:

1. Right-click the Role list area.
2. Select **New** from the contextual menu.
3. Enter a name for the new role in the **Label** field.
4. For each software listed in the Profile(s) area, click in the User Level column to display the available user levels: **no access**, **User**, **Admin**.
5. Select one of the user levels.

6. Click in the Parameter Profile column.

The list of parameter profiles which have been set from **Softwares > Parameter Profiles** for the corresponding Xedio software is displayed. When no parameter profile has been defined for an application, the default profile is used.

7. Select one of the parameter profiles.
8. Repeat steps 6 and 7 for each software listed in the Profile(s) area.
9. Click **Save**.

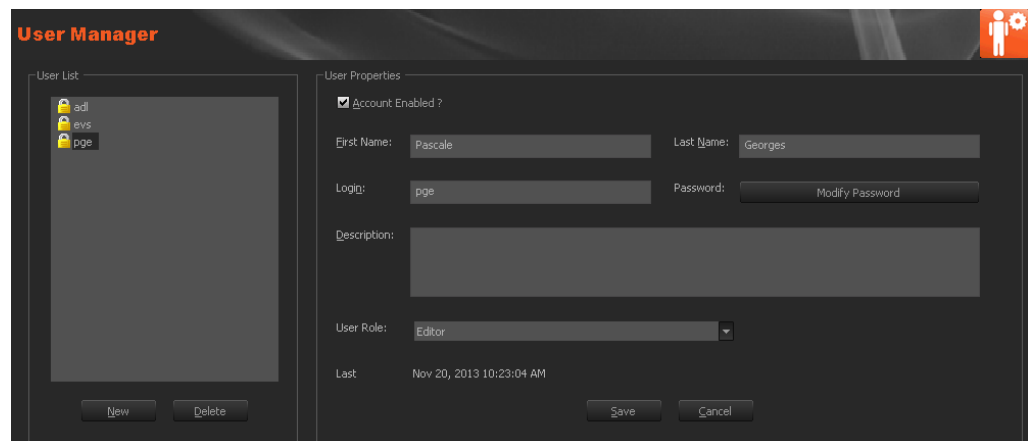
## 10.3. User Manager

### Introduction

Login and access rights have to be defined and stored into the database. Each user must be assigned to a user role before being able to use any of the Xedio Suite software.

When the Window authentication by Active Directory is used to log in, users who would not be defined in the User Manager will automatically be created at login and associated to the Xedio user role corresponding to their Windows group.

When you click the **Users > Manager** button, the Users Manager window is displayed in the Work area.



Both the users created from Xedio Manager and from the Active Directory are displayed.

The creation and edition of user accounts are not available to users who have logged in with the Window authentication method.

User accounts automatically created in Xedio Manager through the Window authentication method are read-only and remain read-only, even when the Window authentication method is disabled.



## Contextual Menu

A contextual menu is available when you right-click the User list area. The availability of the options will differ whether an existing user is selected or not.

The following table describes the commands from the contextual menu:

Command	Description
<b>New</b>	Used to create a new user. Not available when the user has logged in with the Window authentication method.
<b>Delete</b>	Deletes the selected user. It is only available when a user is selected.

## How to Create a User

To create a new user, proceed as follows:

1. Right-click the User list area.
2. Select **New** from the contextual menu.
3. Complete the User Properties area

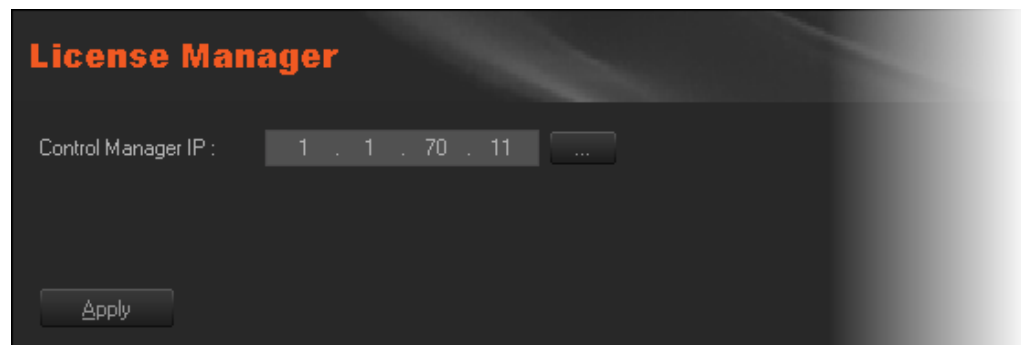
The following table describes the user properties.

Field	Description
<b>Account Enabled</b> checkbox	Allows to enable or disable the selected account.
<b>First Name</b> field	First Name of the new user.
<b>Last Name</b> field	Last Name of the new user.
<b>Login</b> field	Login, or user ID, of the new user.
<b>Password</b> button	Used to create a password for the new user account or to modify the password of an existing user account.
<b>Description</b> field	Optional text to describe the user.
<b>User Role</b> menu	List of user roles defined from the User Role Manager. See section "User Role Manager" on page 124.
<b>Last Logon</b>	Read-only field showing the last time the selected user has logged on.

4. Click **Save**.

The user name is added to the User list.

## 10.4. License Manager

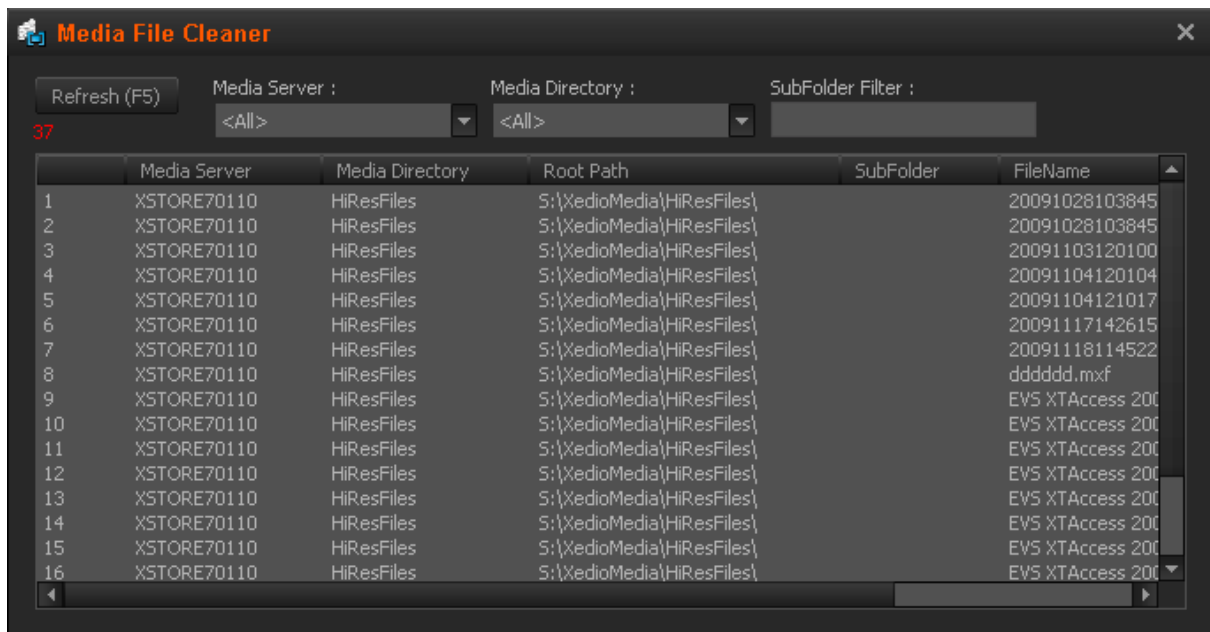


The License Manager IP address is read by each workstation software when an application starts. The applications connect to this address and ask for a new available connection (license). If allowed, the application will launch, otherwise, an error message will be displayed and the application will not open.

# 11. Media File Cleaner

The Media File Cleaner is a tool that allows the user to retrieve and list the orphan files. These are files that are stored on the media server but that are not referenced in the Xedio database. These files can be viewed and deleted.

The Media File Cleaner is available from the Tools menu in Xedio Manager providing that no tool is selected in the Outlook area.

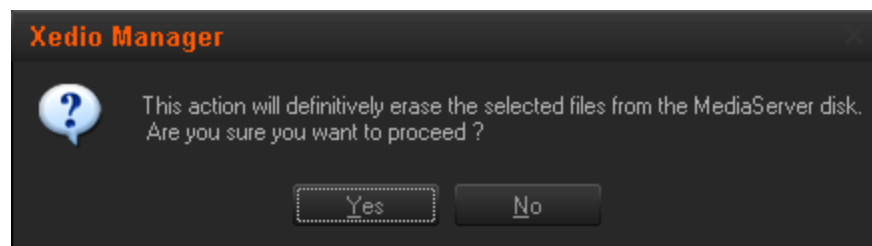


A filtering can be applied before starting a search for orphan files. This filtering allows the user to perform the search on all the media servers or only on one of them and in all the folders or in only one of them.

Once the filter is configured, the search is started using the **Refresh** button or the **F5** keyboard shortcut.

A right-click on an orphan media opens a contextual menu that allows to **Play** the media or to **Delete** it.

Deleting a media file means removing it definitively from the server. This operation cannot be undone. To prevent accidental deletion, the following confirmation message is displayed before the operation is completed:







**EVS Headquarters**  
Liège Science Park  
16, rue Bois St Jean  
B-4102 Seraing  
Belgium

Corporate  
+32 4 361 7000

North & Latin America  
+1 973 575 7811

Asia & Pacific  
+852 2914 2501

Other regional offices  
[www.evs.com/contact](http://www.evs.com/contact)

EVS Broadcast Equipment is continuously adapting and improving its products in accordance with the ever changing requirements of the Broadcast Industry.  
The data contained herein is therefore subject to change without prior notice. Companies and product names are trademarks or registered trademarks of their respective companies.



To learn more about EVS go to [www.evs.com](http://www.evs.com)